# How To Use This Guide

This The Saboteur eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for The Saboteur at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

You can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.




Enter keywords to find a specific word or phrase.

Within The Saboteur eGuide, all sections are displayed for easy navigation.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# How To Use This Guide

**You are on the front line to repel the Nazis from occupied Paris. A renegade with ties to the French Resistance, you hit the Nazis from everywhere but out in the open: blowing up installations from the shadows, killing from the sewers, stealing Gestapo uniforms and operating disguised. When you do show up in public, you always make sure your gun is bigger than theirs. With a "bigger is better" attitude, we put together a guide so massive it's bulging with mission strategy, expert advice, maps, stats, and enough dynamite tips to blow your mind...**

## Street Smarts




**page 4**

Learn the tricks of the trade for a honest bloke fighting back against the Nazis in World War II. Methods of mayhem include brawling, escaping alarms, high-speed racing, sabotage skills, scoring contraband, carjacking, and more.

## Perks




**page 20**

Perk rewards accompany certain anti-establishment tasks, such as running over 20 Nazis or completing 15 head shots with a sniper rifle. Get the scoop on them all with a quick-and-easy chart for those who may have had one too many bottles of vodka the night before.

## The Arsenal




**page 28**

The weapon designations can blur together: MP40 SMG, MP44 MG, .44 Pistol. Gear up properly with complete specs on all weapons, upgrades, maps, and more.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Allies and Enemies




**page 34**

You may have slept with Skylar but you didn't know she was a British secret agent until Dierker almost killed you. Find out the skinny on naked bed partners and French Resistance members as well as enemy Nazis, Gestapo agents, and the Terror Squad.

## The City of Paris




**page 38**

With the whole of Paris before you, how do you distinguish a red-light district from a Black Market secret alley? Check out the complete map of Paris outlined by occupied zone, marked with prominent landmarks and Resistance HQs.

## Mission Walkthroughs




**page 41**

Everything you wanted to know about your Resistance missions is here, including detailed mission briefings, tactical maps, engagement strategies, weapon suggestions, and even how to steal a mysterious artifact from the Nazis.

## The Midnight Show




**page 169**

Here's your complete rundown on *The Saboteur's* special downloadable content, "The Midnight Show," which includes topless nudity, a new V.I.P. room in the Belle, burlesque dance shows, a knife-throwing game, and five new risqué hiding spots.

## Achievements




**page 170**

The Parisians might know your name in the street after a handful of Resistance missions, but you want your gamer buddies to marvel at what you've been up to, too. See just what kind of crazy stunts you have to pull to collect these hard-core titles.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Street Smarts

**It's the most infamous time in history, and you, playing the role of Sean Devlin, live smack-dab in the middle of it all: World War II Paris. Where other Parisians keep their hands clean working on menial labors the Nazis won't notice, you find a solid right hook to a Nazi jaw more satisfying. Others enjoy a nightcap while you're slinking across rooftops on a secret mission for the French Resistance. You aren't content to be a footnote in history. The Nazis will pay as your quest for revenge against one man brings you deeper and deeper into France's political battlefield, and you'll be the one to bring the whole thing tumbling down if it kills you.**

The "Street Smarts" chapter clues you in on the tricks of Sean's secret agent trade. Brush up on the areas of Paris, alarm levels, mission types, fighting techniques, disguises, climbing, contraband, carjacking, and more. Whether you've never even seen the Black Market or you've aced a hundred freeplay targets already, the following expert advice will have you streetwise in no time.

## Game Screen

### NOTE

**For controls and basic game concepts read through *The Saboteur* game manual, then return here for advanced tips on game play.**




The game interface is your window to Sean's WWII world. Besides the Parisian cityscape and constant action that flows across your screen, certain fixtures help you navigate through the game. In the upper-left corner, tips and tutorials will appear early in the game when you first encounter certain concepts. Pay close attention to the information, especially if you're unsure of exactly how to perform an action. The upper-right corner holds Sean's current objective, which can serve as a reminder of your next mission priority on long missions with a lot going on. Should the enemy open fire on you, the screen shows you how much damage you take. As damage builds, blood spatters take over more of the screen until it floods completely red just before you die. One or two spatters you can live with, but if you start soaking in blood, seek the nearest cover immediately.

In the lower left, the big circle equals your mini-map. An awareness meter rings your mini-map and fills up while any Nazi suspects you of foul play. The small circle at the bottom right of the mini-map shows your alert notice. If you see a white exclamation point here it means at least one Nazi is currently watching you. While on stealth missions, the alert notice will prove invaluable because you won't have to swivel around to find the suspicious targets behind you; just keep moving forward until the exclamation point ‹‹disappears. The bigger circle to the right of the alert notice shows your current status, such as trespassing, climbing, brawling, etc. When you trip an alarm, the alarm level will appear here, and you can act according to the alarm's degree of difficulty.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STREET SMARTS

# Exploring Paris





Sean's story takes place in and around Paris, and you will soon become intimately familiar with the city's streets, districts, and famous monuments. Knowing about key locations in Paris—for example, when to stop at checkpoints and where to locate the best vantage points—can greatly increase your survivability and enjoyment of the game.

**TIP**

**Sean cannot sprint while he is getting shot. Be careful when charging into a firefight.**

## Areas



You begin the game in Area 1, which includes Montmartre, Canal Saint Martin, Les Halles, and Belleville, among other districts. The Resistance works out of the Belle, though most of the Prologue takes place in the French countryside and inside German borders. Act 1 gives you more missions in the city, and you'll soon discover a Resistance headquarters (HQ) at La Villette, the Black Market in the alley opposite the Belle, and a remote Resistance HQ in the town of Le Havre northwest of the city.

By the time you reach Act 2 and the mission "A Whisper or a Roar," you'll be ready for your Area 2 papers. You can then travel freely to the western section of the city, which includes such highlights as the Arc de Triomphe, the Louvre, the Champs Elysées, and the Resistance's Western District HQ.

In Act 2 when you receive your last set of papers, you can freely enter Area 3 for your final set of missions. Look for the Catacombs HQ along with the Eiffel Tower and Notre Dame cathedral. Paris's southern section is heavily fortified, including checkpoints at every access point, so you will have a more difficult time escaping alarms in this area.

## Checkpoints



Most checkpoints will ask you to stop and show papers to pass. A yellow checkpoint means you have the papers but still must slow down to show them. A red checkpoint means you do not have the necessary papers and the Nazis will sound the alarm if you try to pass. The best way to bypass a red checkpoint is to hit the accelerator and smash right through it. Sure, the Nazis will come screaming after you, but at least you'll have a good head start at max speed.

**CAUTION**

**Don't pull up too aggressively to a checkpoint or you might knock down the barricade by accident. If you do that, the Nazis blow the whistle on you immediately.**

## Hiding Spots



Paris isn't without citizens sympathetic to your cause. During an alarm, look for green dots on the map to signify hiding spots, such as shacks, rooftop hatches, brothels, and other places you can hide to evade Nazi soldiers. Hiding spots clear the alarm immediately; when you emerge from the hiding spot, there might be higher-than-average Nazi activity in the area, but they won't be actively searching for you.

**TIP**

**As the alarm level increases, some types of hiding spots will close. Hiding spots at street level close earlier than rooftop hiding spots.**



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Sweet Jumps



You can roar around many of Paris's racetracks and hear your engine purr, but when you want your speedster to soar like an airplane, seek out sweet jumps around the city. Sweet jumps are met with a nice, satisfying cut to a cinematic camera angle—not to mention some more long-lasting rewards.

## Vantage Points



The best views of the city come from the highest points, naturally. Climbing to the top of tall buildings and famous landmarks gives you a fantastic view, plus it's a strategic way to assess upcoming targets. Reaching the top of important landmarks will net you some extra goods.

## Postcards

Collect postcards by hitting Paris's landmarks and important locations. A little contraband never hurts, and it's something to show the grandkids should you ever get out of this mess.



## Bird Blast



Want to relieve a little stress on a trip to Le Havre? Stop by the Bird Blast mini-game and try your luck with a shotgun against some high-flying birds. One game is located north of Montmartre, west of Champagne Ardenne, in the countryside on the road to Le Havre. The second is in the countryside south of Bercy.

**TIP**

**At the highest alarm levels, the Nazis will dispatch armed zeppelins to hunt Sean from above. AA guns and RPGs are Sean's best defense against these lethal airships.**

## Alarm Levels





With all the Nazis infesting Paris, it's only a matter of time till your mischief alerts the authorities. If any Nazi becomes suspicious of you and blows the whistle, an alarm sounds. Alarms inside a restricted area (denoted by barbed wire on the mini-map) are classified as Base Alarms and only have one alarm level. Base Alarms can be switched off via alarm boxes found in most restricted areas. All other alarms escalate from a minor alert (Level 1 Alarm) to a citywide search (Level 5 Alarm). Alarms begin at a certain threshold, based on Nazi security in the area, and can escalate to higher alarm levels the more Nazis you kill. If you've completed your mission, look to escape the alarm area right away or enemy reinforcements will arrive and make evasion more difficult. See the "Alarm Levels" chart for alarm radii based on your game difficulty setting and the enemy units that chase you down and reinforce the alarm area.

**TIP**

**For Alarm Level 5 there are only two hiding spots on the entire map that Sean can use: one at the upper-level bar of the Eiffel Tower and one at the burned-down Morini Farm.**



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

**Alarm Radius (in Meters)**

| Game Difficulty | Alarm 1 | Alarm 2 | Alarm 3 | Alarm 4 | Alarm 5 |
|---|---|---|---|---|---|
| Easy | 60 | 90 | 150 | 250 | Infinite |
| Medium | 80 | 120 | 200 | 400 | Infinite |
| Hard | 90 | 140 | 250 | 600 | Infinite |
| Feckin' Hard | 90 | 160 | 300 | 800 | Infinite |

**Alarm Enemies**

| Enemy Type | Alarm 1 | Alarm 2 | Alarm 3 | Alarm 4 | Alarm 5 |
|---|---|---|---|---|---|
| Chasers | Motorcycles—Armed ZP750 (2 Nazis) | Mounted Sturmwagen (2 Nazis) | Motorcycles, Mounted Sturmwagen, Gestapo Cruiser | Mounted Sturmwagen, Gestapo Cruiser, AR 33 (1 Nazi) | Mounted Gestapo Cruiser, AR 33 |
| Reinforcements | Sturmwagen (4 Nazis) | Bauer Truck (7 Nazis) | Half-Track (9 Nazis) | Half-Track (9 Nazis), Zeppelin | Half-Track (9 Nazis), Wulf Tank, Planes |

# Disguises & Avoiding Suspicion

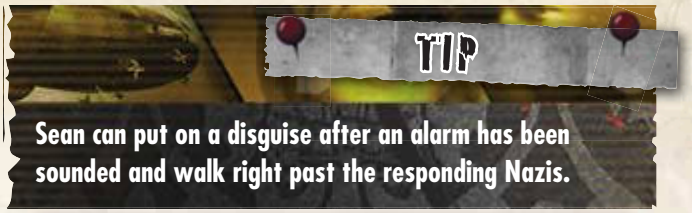




Any Irishman strolling into a Nazi installation will set off the alarm in a heartbeat. Rebellious behavior attracts the attention of nearby Nazis and increases their suspicion. If suspicious eyes are around, avoid carrying a gun openly, planting explosives, climbing, brawling, entering a restricted area, provoking a Nazi by getting too close, and sneaking.



When a Nazi notices suspicious behavior, your suspicion meter turns yellow and begins to fill. If you stop the suspicious behavior or get out of sight, the suspicion meter turns white and begins to decrease. Frequently, when walking past many Nazis, you'll have to watch your mini-map for Nazi suspicion zones and step out of them quickly to avoid detection. As soon as the suspicion meter turns white, stop and wait for it to clear. You don't want to keep going at that point or you might enter another suspicion zone with your meter already half full.






Nazis will investigate suspicious events, including noises from explosions and gunshots. Look for yellow suspicion zones on the mini-map. These yellow zones will reveal you almost immediately if you set foot in them. Plus, nearby Nazis will rush to this location to investigate the disturbance.

If your suspicion meter fills completely, it's still possible to prevent the alarm if you silence the suspicious Nazi before he blows his whistle. You'll have to be really proficient at elimination if more than one Nazi suspects you at once.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## STREET SMARTS



An easier way to avoid the alarm is to wear a disguise. To acquire a uniform, stealth kill a Nazi by sneaking up behind him or by use the Sucker Punch perk from the front once you've acquired it. You can also brawl for one, though a struggle in the open might raise the alarm if any nearby Nazis see you. So long as you don't put a bullet through the Nazi uniform or tear it with shrapnel, you can put on the disguise and pass as a Nazi. You can now enter restricted areas and carry a gun without attracting attention; however, all other suspicious activities will alert the Nazis that something is amiss. Remember to stay clear of any suspicion zones.

**CAUTION**

**Don't sprint while in disguise. Your disguise circle expands greatly when running or even jogging. Stay calm and walk at all times.**

**TIP**

**Hold the Stealth button while disguised to make Sean walk like a Nazi. This improves the quality of Sean's disguise while slowing his movement.**

## Fight Back Zone

You can't always escape on foot or with a speedy getaway car. Hiding spots provide excellent safety, but you don't want to risk running through gunfire if they're not in convenient range. A third option, which works best during high alarm levels, is the Fight Back zone. Instead of running, you can team up with allied Resistance members to kill the Nazi pursuers. Look for the green circle with the plus sign in the center and rendezvous there with the Resistance. You'll see a Nazi kill meter once the enemy arrives. Fill that up by shooting Nazis and the alarm ends. Yes, you'll burn through a lot of ammo, but there are some alarms that are nearly impossible to slip.

## The Will to Fight (WTF)





When you first arrive in Paris, you'll notice that the Nazis' fascist presence has stripped the world of its life and color. As your missions succeed and Nazi occupation lessens or disappears in an area, the good people of France become stronger and color gradually returns to that part of Paris. Better still, the French Resistance will begin to fight back with you and provide some much-needed support in the streets.

## Missions

The French Resistance has nothing but dirty jobs, but you never had clean hands to begin with. Missions range from assassinations to racing to theft and, of course, sabotage. Seek out your mission contacts throughout the city as they pop up and they'll fill you in on all the sordid details.

### Assassination



The Resistance needs someone dead and you're the trigger man. Normally this involves a sniper rifle at long range; however, there are times when you'll have to smell your target's last breath.

**TIP**

**Some weapons are better for close combat while others are designed for fighting at long range. It is generally a good idea to carry one of each.**



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# STREET SMARTS

## Combat



If a mission involves gunfire and no clear objective beyond punishing the Nazis, it falls into this category. Make sure you walk into these missions fully equipped with machine gun and grenades.

## Evasion



The name of this game is "don't get caught." The Nazis want a piece of you; give them a little taste and let them suck on the fumes from your getaway car.

**TIP**

**Dead Nazis attract attention. If the Germans find Sean near the body, they will sound the alarm.**

## Racing



Forget about guns for a while. Hop behind the wheel of a race car and tackle Paris's challenging racetracks to earn perks and a reputation as Dierker's successor.

## Rescue



Despite every precaution, Resistance members are always getting captured by the Nazis. When V.I.P.s fall into Nazi hands, they call you in to break them out.

## Sabotage



Having explosives in your mitts is about as natural as holding two pints of ale. You were born for blowing things up, especially things the Nazis really want to keep in one piece.

**TIP**

**Sean can place explosives inside a car while he is sitting in the driver's seat. Booby-trapped cars will explode on impact or when a Nazi tries to start the engine.**

## Tailing



Following someone without being seen takes agility to keep up with your mark and smarts to hang back to keep paranoia low. Whether in a car or on foot, the goal is the same: Find out where your target goes as if you were a ghost.

## Theft



Sometimes the idea isn't to steal into an area and destroy it, but to slip out with something valuable. After the war you just might have a career as a master jewel thief.

## Transportation



Resistance members need a chauffeur from time to time. Except it's never that easy, and delivering "packages" won't earn you any points with the local postal service.

**TIP**

**Destroying guard towers, searchlights, and other Nazi installations in an area will make it easier for Sean to escape the Nazis in that neighborhood.**



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Freeplay



Need to earn some extra contraband? Destroy free-play targets to earn the extra spending money. Contraband can be collected by destroying Nazi targets in occupied Paris, including guard towers, searchlights, AA guns, fuel stations, radar antennae, propaganda speakers, and Nazi generals. Take lots of extra explosives with you on freeplay runs, since most targets require an explosion to destroy them. The extra contraband can be used to purchase weapons, ammo, upgrades, and maps at the Black Market. See the chart for how much you'll score from each freeplay target, plus how much you'll be rewarded for other actions around Paris.

**TIP**

**Change weapons after placing RDX to leave the bomb in place without lighting the fuse. Sean can also detonate dynamite by shooting it from a distance, or create a chain of explosions using multiple bombs.**

## The Black Market

In wartime, supplies are limited, and anything from common medicine to booze can be hard to come by. For necessities and some less-than-legal items, Black Market contacts in a complex network across the city accept contraband as payment. Look for the gun symbol on the map for weapons dealers and the wrench symbol for garages.

**TIP**

**Smashing open blue-tinged crates around Paris nets you contraband. Red crates hold explosives, while yellow crates resupply ammo.**

## Weapons Dealers



After you complete Act 1's "The Black Market" mission, you gain access to weapons dealers throughout Paris. Most weapons dealers sell their wares in Resistance HQs, but there are some floaters around the city who can aid you in remote locations. Check in with a weapons dealer after each mission to

| Item | Contraband Reward |
|---|---|
| AA Gun | 60 |
| Armored Vehicle | 60 |
| Bridge Killer | 500 |
| Chemical Tank ("Better Dying Through Chemistry" mission only) | 50 |
| Coastal Gun | 60 |
| Dierker Statue | 100 |
| Fuel Station | 50 |
| Nazi Fighter Plane | 100 |
| Nazi General | 30 |
| Nazi Patrol Zeppelin | 50 |
| Nazi Tower | 50 |
| Postcard | 30 |
| Power Converter ("Set Us Up the bomb" mission only) | 50 |
| Propaganda Speaker | 20 |
| Radar Station | 50 |
| Radio Control ("Behind the Convent Gate" mission only) | 5 |
| Radio Tower ("Behind the Convent Gate" mission only) | 50 |
| Rocket | 60 |
| Scenic Spot | 50 |
| Searchlight | 50 |
| Sniper Nest | 50 |
| Supply Drop | Random |
| Sweet Jump | 40 |
| Zeppelin ("Legio Patria Nostra" mission only) | 50 |

**Paris Zone Bonus Rewards**

Targets in Paris Area 2 and Paris Area 3 are better protected and more valuable than targets in Paris Area 1 or the countryside. By destroying targets in Paris Area 2, Sean will receive a bonus of +10 contraband for each target. By destroying targets in Paris Area 3 Sean will receive a bonus of +20 contraband for each target. So get out there and explore new neighborhoods!



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

purchase new weapons and resupply (see "The Arsenal" chapter for the complete equipment list and when each item unlocks). Once you purchase a piece of equipment, you own it for the rest of the game. Return to a weapons dealer to swap your purchased equipment whenever you want to make a change.

**TIP**

**Resistance agents and Black Market dealers will not talk to Sean while he is on the run from the Nazis. Reduce the alarm level to zero, then come back and try again.**

## Garages



After you complete Act 1's "Grand Theft Limo" mission, you gain access to Black Market garages. Once your garages are open, you can steal vehicles and park them in a garage for future use. Each collected vehicle counts toward your Mechanics perks. If you need a ride, stop by any Black Market garage to take one of your vehicles out for a spin.

# Fighting

A little violence is good for the soul in Sean's world. The Nazis don't listen to polite dialogue, after all. You need to fight back with whatever means you have on hand, which means using your fists, weapons, or special strikes that call in Resistance assistance.

**TIP**

**Most oil drums, gas canisters, and fuel tanks explode if you shoot them. Shooting explosive objectives is an easy way to kill nearby Nazis.**

## Brawling



If you don't have a weapon handy, or you want to take out a Nazi without getting any bullet holes in his nice new uniform, brawling works if you can't perform a stealth kill. Rely on quick punches to disorient your opponent and strong punches or kicks to deal heavy damage. You can also grab an enemy combatant and throw him, an especially useful maneuver on rooftops where the fall kills quicker than a flurry of hits to the face.

**TIP**

**Some Nazis are too big and strong for Sean to grab and throw. However, Sean's strongest punches cannot be blocked.**

## Weapons



When your knuckles need a rest, or when you want to drill loads of Nazis at range, opt for pistols, machine guns, sniper rifles, and rocket launchers to bury the enemy. Bullets are your best friend on most missions; however, gunplay will attract unwanted attention, so only open fire on enemies if you're prepared for a longer fight or you have no other choice.

**TIP**

**Don't forget that pulling up iron sights improves aim as you zoom in on the target, but it slows movement.**

## Strikes




Sometimes you can't escape the Nazis alone. Luckily for you the French Resistance has your back. Obtain the Evasion perk to unlock a getaway car, allowing you to call in a Getaway Strike. Complete the "Liberty or Death" mission to put French Resistance fighters at your disposal. Now you can call in Backup Strikes! The targeting reticle will turn from red to green when you're in the clear. Wait a few seconds and you'll have a handful of eager Resistance fighters or a high-powered hot rod ready to go.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Climbing



Think 3-D to outsmart the Nazis. Most Nazi soldiers are content to walk their patrol looking straight ahead. Scale buildings and take to the rooftops to avoid ground Nazis; you then only have to be on alert for Nazis in towers. While you're climbing, you should climb a building from a face that doesn't have prying eyes. Many hiding spots require climbing to reach them, and climbing is always a great method to escape alarms. During an alarm, survey the scene for where the Nazis are concentrating, run across the rooftops to a lightly patrolled area, drop down to the street unseen, and then disappear out of the alarm radius like a shadow in the night.



**TIP**

**Sean can climb almost any building in Paris. The rooftops provide an excellent way to move stealthily through the city.**

## Carjacking





The Nazis confiscated Sean's race car, the Aurora, and he's been without wheels ever since. When you need a vehicle to get from point A to point B, just go out and steal it. It's simple. Find an empty vehicle parked on the street, climb in the driver's seat, and take off. You can either follow your GPS route to the next mission, bring your vehicle back to a garage to add to your collection, or go for a joyride just for the fun of it. If you can't find an empty vehicle, stop one in traffic, either by letting it hit you (which bloodies you temporarily but doesn't kill you) or by grabbing the door and whipping it open. Pull the driver out and get in yourself. The driver will be furious, but there's nothing a civilian can do about it. However, if you take on a Nazi vehicle, expect the alarm to sound, and the chase is on.

**TIP**

**Once you get in a car during a mission, your GPS coordinates automatically track you a yellow route to your mission objective. You can also set your own travel point on the map and follow your purple route.**

The "Vehicles" chart shows you all the civilian, racing, and military vehicles in the game, along with prominent stats such as top speed, acceleration, handling, braking, and more.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## STREET SMARTS

### CIVILIAN

| Name | Class | Description | Repair Price (Contraband) | Top Speed (kph) | Acceleration | Weight (kg) | Strength/Body |
|---|---|---|---|---|---|---|---|
| Birgitte  | Civilian | I heard this car's designer named the ride after his wife. I can only assume she weighed half a ton and belched smoke out her rear end. | 20 | 81 | | 2,500 | |
| Corrino 45  | Civilian | She takes a while to get up to speed, but once she's moving, it takes a lot to stop her. A good choice when stoppin' at checkpoints isn't part o' the plan. | 20 | 84 | | 2,200 | |
| Corrino CL  | Civilian | Average in every respect. She's reliable, but she won't turn any heads. | 20 | 67 | | 840 | |
| Corrino LX  | Civilian | Barely beats walking. | 20 | 64 | | 900 | |
| Corrino LX Junker  | Civilian | Some older cars are worth taking home and fixin' up. Then there's this. | 0 | 59 | | 975 | |
| Corrino Sport  | Civilian | Hotter than you might expect. She's got the heart of a racer in the body of a street car. | 20 | 85 | | 850 | |
| Dauphin  | Civilian | Not a bad choice if you're planning to pop down to market and pick up some groceries. If you're lookin for a getaway car, look elsewhere. | 20 | 61 | | 750 | |
| Dauphin Convertible  | Civilian | A posh ride for posh wankers with more money than sense. | 20 | 66 | | 710 | |



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## STREET SMART'S

| Name | Class | Description | Repair Price (Contraband) | Top Speed (kph) | Acceleration | Weight (kg) | Strength/Body |
|---|---|---|---|---|---|---|---|
| Domino  | Civilian | Combines speed and a sophisticated sense of style. Perfect for a lady's man on the go. | 50 | 111 | | 750 | |
| Dugati  | Civilian | Speed, grace, and luxury. She's got it all, if you can afford the mile-high price. Of course, you could always steal one. | 20 | 93 | | 710 | |
| Gütmann  | Civilian | Bishop drives around in the back o' one these, slurpin' caviar and champagne. Rumor has it that the design was handcrafted by Gütmann himself. | 20 | 82 | | 1,250 | |
| Palomino Sedanca  | Civilian | The sort of lass you'd expect to find at the Belle—expensive, frilly and big around the curves. This car must be won as a prize in the Belle's VIP room. | 20 | 92 | | 1,400 | |
| Pegasus  | Civilian | Big and fast. A good choice for running down krauts in the crosswalk. | 20 | 114 | | 1,400 | |
| Renoir Clunker  | Civilian | Anybody driving one o' these should expect a citation for littering the highway. | 5 | 82 | | 1,275 | |
| Renoir Cruiser  | Civilian | I'm fairly sure my grandmother drives this car to church on Sunday mornings. Nuff said. | 20 | 85 | | 1,200 | |
| Renoir GS  | Civilian | I'll buy one of these just as soon as I'm married with two kids. In the meantime, I'll steer clear. | 20 | 94 | | 1,200 | |



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## STREET SMARTS

| Name | Class | Description | Repair Price (Contraband) | Top Speed (kph) | Acceleration | Weight (kg) | Strength/Body |
|---|---|---|---|---|---|---|---|
| Tractor  | Civilian | If I wanted to work on a farm, I never would have left Ireland. | 5 | 54 | | 1,001 | |
| Workhorse  | Civilian | Plant a few sticks o' dynamite under the dashboard and you've got yourself an ideal vehicle for making "special deliveries." | 20 | 85 | | 2,550 | |

**MILITARY**

| Name | Class | Description | Repair Price (Contraband) | Top Speed (kph) | Acceleration | Weight (kg) | Strength/Body |
|---|---|---|---|---|---|---|---|
| Armed Bauer  | Military | Slow as shite but comes conveniently packed with a machine gun on the rear. Not great if you are trying to escape but at least it's got some options in a pinch. | 20 | 82 | | 2,550 | |
| Armed Sturmwagen  | Military | These Gestapo patrol cars have muscle, weight, and firepower. An essential addition to any car collection. | 20 | 88 | | 1,100 | |
| Armed ZP750  | Military | The first choice of Nazi street patrols and an all too common sight in my rear-view mirror. The MG42 gives this hound a bite to go with its bark. | 20 | 109 | | 550 | |
| Bauer  | Military | Standard kraut transport. Usually carries an infantry squad in back. Can take a beating. | 10 | 90 | | 2,600 | |
| Bauer Fuel Truck  | Military | Think of it as a gigantic bomb on wheels. Has lots of nasty uses, most of them involving giant balls of fire. Don't try runnin' from the krauts in this deathtrap. | 10 | 90 | | 2,800 | |
| Gestapo Cruiser  | Military | This Gestapo pursuit beast is even meaner than the bastards driving her. A reinforced chassis and linked machine guns make her the toughest bitch on the block. | 50 | 115 | | 1,325 | |

primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## STREET SMART'S

| Name | Class | Description | Repair Price (Contraband) | Top Speed (kph) | Acceleration | Weight (kg) | Strength/Body |
|---|---|---|---|---|---|---|---|
| Gestapo GS  | Military | One of the few Nazi vehicles that the jackboots haven't strapped a cannon of some sort to. More of a collector's item than a practical addition. | 20 | 76 | | 900 | |
| Kaiser  | Military | Leave it to the krauts to design a limousine for a war zone. | 20 | 71 | | 1,600 | |
| Kaiser Bulletproof  | Military | The champagne cooler is a nice touch, but the bulletproof glass is what really sets this one apart from your typical luxury car. | 50 | 79 | | 1,750 | (Bulletproof) |
| Kaiser Convertible  | Military | And of course, the convertible model. Perfect for victory parades through the capital cities of conquered nations. | 20 | 84 | | 1,500 | |
| Sturmwagen  | Military | The car of choice for Nazis in. France. Seats four jackboots comfortably, or one saboteur trying to look inconspicuous. | 10 | 86 | | 1,050 | |
| ZP750  | Military | The Nazi bikes are quick and small enough to slip down an alleyway. Just make sure you don't run into anything. | 10 | 99 | | 500 | |

### TANKS/APCs

| Name | Class | Description | Repair Price (Contraband) | Top Speed (kph) | Acceleration | Weight (kg) | Strength/Body |
|---|---|---|---|---|---|---|---|
| AR 33  | Tanks/APCs | The ugly little bugger is a common sight on the streets of Paris. Don't be fooled by her looks; this baby can cause some serious mayhem in the wrong hands. | 50 | 62 | | 2,000 | (Bulletproof) |
| Flammwagen  | Tanks/APCs | The stuff of nightmares—a Nazi tank fitted with multiple flamethrowers. If ya see one comin' at ya, run the other way. | 50 | 32 | | 2,900 | (Bulletproof) |



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

| Name | Class | Description | Repair Price (Contraband) | Top Speed (kph) | Acceleration | Weight (kg) | Strength/Body |
|---|---|---|---|---|---|---|---|
| Foucalt  | Tanks/APCs | A few of these old French tanks survived the invasion. If you can find one, drive it to a museum. | 50 | 30 | | 3,300 | (Bulletproof) |
| Half-Track  | Tanks/APCs | The party wagon of the Third Reich, winging the good-time boys around for a go. Fits about six, a gunner, and lots of space for a tossed grenade if you've got the arm for it. | 20 | 55 | | 3,200 | (Bulletproof) |
| Panther mk. III  | Tanks/APCs | Medium tank. These are the beasts that conquered most of Europe. | 75 | 34 | | 6,100 | (Bulletproof) |
| Wulf  | Tanks/APCs | Super-heavy tank. Rumor has it this monster is some kind of experimental prototype. | 100 | 40 | | 6,500 | (Bulletproof) |

**RACE**

| Name | Class | Description | Repair Price (Contraband) | Top Speed (kph) | Acceleration | Weight (kg) | Strength/Body |
|---|---|---|---|---|---|---|---|
| Altair  | Race | A top speed that rivals the Aurora, matched with smooth cornering, has earned this car the nickname "The Flying Eagle." | 50 | 101 | | 650 | |
| Aurora  | Race | The pride and joy of Morini Autos, the car that rightfully won the Saarbrücken Grand Prix. We're making the next one with bulletproof tires. You use the Phoenix version of the Aurora in the "From the Ashes" mission. | 75 | 121 | | 675 | |
| Beta Romero  | Race | Reminds me of a hot little. Italian bird I once knew. Just the thing for a ride in the countryside | 50 | 96 | | 550 | |
| Beta Romero 12C  | Race | To hear Vittore tell it, he drew up this design years ago and had it stolen from him. Right, and I prototyped the aeroplane. | 50 | 115 | | 525 | |



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## STREET SMART'S

| Name | Class | Description | Repair Price (Contraband) | Top Speed (kph) | Acceleration | Weight (kg) | Strength/Body |
|---|---|---|---|---|---|---|---|
| Delgado  | Race | The poor man's ride scores points for classic styling, but she's not got the muscle to keep up with top-shelf race cars. | 50 | 91 | | 490 | |
| Drake  | Race | Skylar's car is a lot like her original owner. Great body. Fairly reliable... | 75 | 118 | | 700 | |
| Silver Claw  | Race | The latest Doppelsieg prototype. Somewhere between a race car and a rocket ship. | 75 | 111 | | 675 | |
| Silver Claw mk. II  | Race | Dierker's car. Not a bad ride if you're a bloody cheating shite. | 100 | 111 | | 700 | |
| Silver Dart  | Race | Fast on the straightaway, but handles like a kayak. Made famous by winning races all over Europe in the 1920s. | 50 | 100 | | 650 | |



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## STREET SMARTS

### Map



In his spare time, Sean's not much of a reader. In a time of crisis, though, you might want to take a look at the map to see where the alarm radius lies and where your best escape route may be. Even during peaceful times, the map can be useful, showing you current location, outstanding objectives, hostile targets, hiding spots (during an alarm), headquarters, shops, garages, and Fight Back zones. Also, check the map often to see which mission contacts are available to continue your tasks for the Resistance.

**TIP**

**On the map, main-story mission givers' initials are tinted gold. Optional mission givers' initials are white.**

### Infamy

Be careful about being too reckless out on your clandestine missions. Too many civilian deaths in a short time period can penalize you, sometimes severely. An infamy level of Friendly Fire might only bother you in an alarm situation, but if you work up to Double Agent, the Resistance will turn against you. Check out the "Infamy" chart for the actions that lead to penalties.

**TIP**

**Silenced weapons are a great way to keep a low profile while getting the job done. Pick one up from your local arms dealer.**

### Perks and Achievements



A little practice not only hones Sean's saboteur skills but gives you specific advantages to boost your base statistics if you complete perks. For example, kill 10 Nazis with grenades to earn the Cheap Thrill perk, which allows you to carry additional grenades, or evade a Level 3 Alarm to earn the Escape Artist perk, which enables you to select the getaway car at any garage. See the "Perks" chapter for more details.

**TIP**

**If you have a ton of contraband, you can buy a high-level perk, but it's a one-time offer.**

Achievements reward you for game milestones, such as spending 75,000 contraband or stealth-killing 50 Nazis. Most of the time an achievement requires hours of work, though you can pick up some for one-time feats: Top o' the World rewards you for climbing to the top of the Eiffel Tower. Achievements earn you gamer points for Xbox 360 and trophies for PS3. See the "Achievements" chapter for more details.

### Super Saboteur





Lace your shoes, stuff your pockets with dynamite, and oil your machine gun before you head out into the Paris night. Nazis patrol the blocks, checkpoints bar restricted areas, and tanks rule the streets, and yet one man, armed with a very particular set of special talents, can take back Paris mission by mission. Practice what you've learned here, and before the Resistance succumbs to the unrelenting pressure of the Nazi authorities, you will have liberated not just the people of an entire city, or a country, but the hearts and minds of Europe.

**TIP**

**While escaping Nazi pursuers, keep a sharp eye out for Resistance weapons vendors. They're always armed, and they hate Nazis too.**

| INFAMY NAME | FRIENDLY FIRE | NOTORIOUS | DOUBLE AGENT |
|---|---|---|---|
| ACTION | Kill five civilians in a neighborhood in 60 seconds. | Kill 10 civilians in a neighborhood in 60 seconds. | Kill 20 civilians in a neighborhood in 60 seconds. |
| PUNISHMENT | Hiding spots are now disabled for one minute. | Hiding spots, strikes, shops, and garages will be disabled for three minutes. | Hiding spots, strikes, shops, and garages are disabled. Hostile Resistance will now spawn (10 minutes). |



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Perks

**Sean doesn't believe in confession or crossing a little old lady to the other side of the road, unless she's working for the Nazis and he can stuff a stick of dynamite up her caboose. His bad-boy attitude means mayhem and disaster for the scum-lovin' Nazis, and, fortunately, his ill deeds reap perks for you.**




Each perk category, anything from Brawling to Racing to Demolitions, has three perk unlocks that are increasingly more difficult to achieve. If you want to unlock the first Brawling perk, Fightin' Irish, you only have to knock out two Nazis, but if you want to achieve the third Brawling perk, Grim Reaper, you must stealth kill five generals. Finding five generals is hard enough, but to sneak in and surprise five through their hosts of bodyguards and Gestapo agents definitely earns you the title of Europe's most ambitious assassin.



Perks increase Sean's combat abilities, grant access to better weapons, open up more vehicle options, and make you a stronger operative in the fight against the Nazi regime. It's well worth your time to work on your perk objectives whenever you can, even if it means accomplishing some freeplay runs in between important missions. Improving your planting speed for explosives or gaining the fearsome Terror Scoped Rifle can mean the difference between mission success or failure. With all the hard work you're putting in for the Resistance, you might as well be rewarded after killing 117 Nazis, stealing 45 vehicles, destroying 33 others, sabotaging 16 Nazi command posts, winning three auto races, and escaping from every possible alarm level.

## Brawling




Bloodying your knuckles, cracking necks, and scuffing your boot toes on some bloke's jawbone come with the territory in Sean's line of work. A gun might be more effective, but there are times when you don't have a handy machine gun, and there are other times when a stealth kill with your bare hands will keep the Base Alarm from sounding. The three Brawling perks will classify your mitts as lethal weapons.

### Fightin' Irish



This one comes almost automatically: You only have to knock out two Nazis. Give a little left-right action to a pair of Nazi noses and it's yours. You unlock Haymaker, which proves immensely useful. Punching deals serious damage compared to your previous flails. After Haymaker, you have the option of duking it out with someone in close combat instead of always going for a gunshot to the gut.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Sucker Punch



A little bit harder than Fightin' Irish, this one still isn't difficult. You only have to execute 10 stealth kills from behind. Once you get in the habit of this, it will come naturally, and virtually every time you want to grab a disguise, you can gain a stealth kill. Once you unlock it, you pick up the Sucker Punch attack. From now on you can attack a Nazi in Stealth mode from the front with a quick punch to the face. While in disguise, you can walk right up to another Nazi, so long as a third isn't watching, and pummel him cold without having to position yourself unseen to his rear.

## Grim Reaper



This perk is insanely hard to achieve, unless you become a stalker of high-ranking Nazi officials. You won't run into too many Nazi generals during your missions, and when you do, they are always surrounded by a battalion of Nazi troops. To gain Grim Reaper, you must stealth kill five generals, and it's the stealth kill part that makes this one a real challenge. Once you assassinate those five generals quietly, you unlock Touch of Death, the ultimate Brawling attack maneuver.

## Hardware



With trigger-happy Nazis terrorizing the streets and fortified guard posts on nearly every block, Sean always packs the hardware. Even a pistol can get him out of jam, but it's really the machine gun that supports Sean's Nazi-killing habit. The following three Hardware perks steady your aim and upgrade your weaponry.

## Gunslinger



Sean could do this perk in his sleep, or at least in under two seconds the next time you face a Nazi crowd. Kill five Nazis using bullets and the Gunslinger title is all yours. As a reward, you gain reduced recoil for automatic weapons. The gun won't bounce and your aim will be steadier, which adds up to a better corpse-to-bullet ratio.

## War on Terror



Terror Squad Nazis are nasty business, and you will earn the War on Terror perk by the time you're man enough to kill five of these elite soldiers. Wait for Act 2 when these guys start showing up in bunches. When five are dead, you unlock the .44 Pistol in the Black Market and your one-handed weapons just got better.

## Paint the Town Red




Normally you're running for your life during an alarm. In this case, you have to stick around and destroy a zeppelin and a Wulf tank during the same alarm. One Siegfaust MK2 can do the trick, if you have perfect aim with both rockets. Appropriately enough for the top Hardware perk, you unlock the Panzershrek in the Black Market. Who doesn't want a rocket launcher?

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Sniping



The art of long-range assassination tests your sniping skills, and you'll have to have a steady hand and pinpoint accuracy to earn these perks. Once you master sniping, you can hunker down buildings away and the Nazis won't know what hit them. The following three Sniping perks improve your scope's aim and give you a phenomenal weapon.

### Marksman



To become a Marksman, you only have to kill five Nazis using a sniper scope. Since you can zoom in from long range and most of your targets will be stationary or walking slowly, this one is a cinch. Once you clip five Nazis, you gain reduced drift while using a scoped rifle, so you won't sway like you've downed a full bottle of whisky before each shot.

### Eagle Eye



The second Sniping perk requires a lot more precision. You must score 15 head shots using a sniper scope. Under pressure, this is a difficult task; rather than risk your own fatality, gain your head shots on unsuspecting Nazi targets who aren't returning fire. The reward is reduced recoil while using a scoped rifle. Less bounce means a deadlier sniper rifle, especially when shooting in succession.

### Longshot



The last Sniping perk will have you seeing double, whether it's lining up the perfect shot between two Nazis or the headache of trying to line up 10 perfect shots. Score 10 "double kills" using a sniper scope and you unlock the awesome Terror Scoped Rifle, the best of the sniper rifles.

## Explosives



Against soft targets—those Nazis who fly apart like jam through a blender every time Sean Devlin's around—the perks mount the more grenades and dynamite sticks explode. In the heat of combat, grenades give you mass killing power in a split second, while dynamite works best given ample time to set up the charge and escape. The following three Explosives perks add to your mission repertoire and are almost essential for hard-core saboteurs.

### Cheap Thrill



Once grenades become a part of your tools of the trade, you'll probably trigger this perk before you've pulled all the pins. Kill 10 Nazis using grenades and you gain the serious advantage of carrying additional grenades into a fight. You'll thank the Black Market suppliers over and over again, especially on long missions.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## More Bang for Your Buck



The second Explosives perk isn't too hard so long as you plan out your grenade toss and have good aim. First, you must find a group of five or more Nazis in close proximity. Second, you can't alert them (a disguise works wonders). Third, you need to drop the grenade right in the middle of all five and hope they don't dive for cover. With success, you pocket all future explosives at half price.

## A Real Hellion



You have to hustle to finish the third Explosives perk. In 10 seconds or less, you must kill 10 Nazis with RDX or dynamite. Because you can't time regular dynamite as well as you can with RDX, use the remote detonator to catch a large group in a blast, then hit all the reinforcements with grenades to rack up the kills. If you can reach 10 in 10, you no longer receive knockdown from explosions.

## Demolitions



When you want tougher targets with armor and cannons that fire back at you, it's time to break out the demolitions. Good ol' dynamite serves you on most of your missions, but it's unstable (explodes when shot) and has a short fuse (may explode as you try to escape). RDX with its remote detonator gives you much more control over your explosions. The following three Demolitions perks improve your big booms.

## A Nasty Surprise



By default you'll have this first perk completed early in your mission career. Simply blow up three Nazi vehicles using dynamite and you gain the ability to use dynamite as a trap in various situations.

## Mad Bomber



In another timed explosion trial, you must destroy five Nazi vehicles with dynamite in five minutes. So long as you have five dynamite sticks and five vehicles in sight, the hardest part about this one is avoiding suspicion while you travel from vehicle to vehicle. Definitely do this one early since it unlocks RDX for personal use.

## Block Buster




Prove yourself a "tank buster" on this last Demolitions perk and the prize is yours. Destroy three Wulf tanks using RDX or dynamite and you unlock the Super RDX upgrade. If you loved the smell of RDX in the morning, you'll love its big brother even more.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Sabotage



With all your sabotage missions and freeplay opportunities, you should have no trouble earning Sean these perks. Installations will fall as part of your mission objectives, towers should crumble to open up more escape routes for you, and blowing up Nazi train bridges beats twiddling your thumbs waiting on the next football match. The following three Sabotage perks give you serious upgrades to your fireworks potential.

### Short Fuse



Destroying two Nazi installations will net you the Short Fuse perk reward. Improved planting speed for explosives is a must, allowing you to quickly move in and out with dynamite. Installations, such as guard towers, fuel stations, and AA guns, are located throughout the countryside.

### I Fell Towers



As you run around the city, particularly around your HQs, look for Nazi towers to destroy. Blow up 10 towers and you earn the perk, and you'll also be removing the Nazi sight lines throughout the city, which improves your ability to escape or hide. Another great reward follows: You get to carry additional explosives from here on out.

### Urban Renewal



The third Sabotage perk requires some effort. Once you have a train kit, destroying bridges isn't that difficult, so long as you scout out the tracks, surprise the Nazi guards, and plant all your charges properly. Traveling around the countryside and locating four train bridges will take some time. When you complete Urban Renewal, you become a stealth master and can plant explosives while in disguise and not raise suspicion.

## Mayhem



Who doesn't love a little mayhem on a Saturday night, or every night for that matter? When Sean gets rolling, he can toss Nazis off roofs, run over Nazis with vehicles, or play smash-up derby and total a whole Nazi vehicle depot to earn Mayhem perks. The following three perks beef up your throwing capacity and outfit the Aurora.

### Throwing a Party



For your first Mayhem perk, remember that killing Nazis isn't reserved for bullets or broken necks; you can also grab rooftop Nazis and throw them to their deaths. Watch five plummet and you unlock the Crowd Clearer throw. Now you aren't limited to just one on one.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Road Rage



After the war, this one gets you the death penalty back home. In occupied Paris fighting for the French Resistance, though, running over 20 Nazis just paves the way for faster mission completions. Once you earn Road Rage, you unlock the nitrous upgrade for the Aurora, a key component in your final race against Dierker.

## The Right of Way



If you want a real challenge, embark on this perk that has you trying to destroy 20 Nazi vehicles with one vehicle. If you hop into a civilian vehicle, you don't stand a chance. Crash into three or four Nazi vehicles and your car will start smoking and eventually explode before you get the job done. A much better idea is to steal yourself a tank. Twenty piles of scrap metal later and you unlock the Aurora's machine gun.

## Racing



On a daily basis you get plenty of practice racing around the city. In Act 2, you can turn that speed and those reflexes into Racing perks. The following three perks unlock three special vehicles in your garage for when you want to break out the souped-up wheels.

## Lead Foot



Win the time trial that begins near the Western District HQ and you earn the first perk reward: the Silver Dart. See Act 2's "On Your Marks...Get Set..." mission for details.

## Speed Demon



Win Country Race 1, which begins south of Bercy, and you earn the second perk reward: Skylar's Drake Custom. See Act 2's "Back in the Saddle" mission for details.

## Godspeed



Win Country Race 2, which begins in western Lorraine, and you earn the third perk reward: the Silver Dart 2. See Act 3's "Blazing Saddles" mission for details.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mechanics



Boosting cars is the name of the game for these perk rewards. For civilian cars, it's as simple as stealing an unattended car or pulling a driver out of the vehicle, and then driving back to a Black Market garage. With Nazi vehicles, you may have to muscle your way through the guards first. The following three Mechanics perks improve your garage facilities.

## Joy Rider



Early in the game at La Villette, look around your HQ for empty parked cars or flag a car down in the street. Get in, drive back to the Black Market garage, park, and the civilian car is now yours to drive when you feel like it. Getting five of these unlocks a new race car in the garage.

## Hijacker



If you want free vehicle repairs in the garage, complete the Hijacker perk. Collect all 12 Nazi vehicles and turn your garage into a Nazi parking lot. On those sabotage runs, you can now pull up to Nazi installations in style.

## Wheelman



If you manage to collect all civilian, race, and military vehicles, your garage gets a makeover: It can now store APCs and tanks. And who doesn't want their own personal tank to cruise around in and make a statement?

# Evasion



The art of escape earns you all these perk rewards. Since you will raise the alarm on many missions, the first two perks come naturally. The last one, Europe's Most Wanted, is appropriately named, and the opportunity for it won't present itself often. The following three Evasion perks aid in your escape attempts.

## Fugitive



Other than small Base Alarms and Level 1 Alarms, the Level 2 Alarms won't cause you too much grief. If you can escape from a Level 2 Alarm five times, you unlock Getaway Strike capability. With Getaway Strike, you can call a getaway car.

## Escape Artist



As you perform more difficult missions, Level 3 Alarms will pop up. Escape one of these and you earn the Escape Artist title and unlock the ability to select your getaway car at any garage.

## Europe's Most Wanted



You may not even want this perk opportunity to appear because it means you're smack-dab in the middle of the most dangerous alarm in all of Europe. A Level 5 Alarm means you have nowhere to escape: all of Paris falls under the alarm radius. You must escape to one of two hiding spots: the upper-level bar in the Eiffel Tower or the burned-down Morini Farm. If you can survive the fiercest Nazi response, you get to use hiding spots at Alarm Levels 4 and 5.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## PERKS

| Category | Perk Name | Objective | Rewards |
|---|---|---|---|
| Brawling | Fightin' Irish | Knock out 2 Nazis. | Unlock Haymaker attack. |
| | Sucker Punch | Execute 10 stealth kills from behind. | Unlock Sucker Punch attack. |
| | Grim Reaper | Stealth kill 5 generals. | Unlock Touch of Death attack. |
| Hardware | Gunslinger | Kill 5 Nazis using bullets. | Reduced recoil for automatic weapons. |
| | War on Terror | Kill 5 Terror Squad Nazis. | Unlock .44 Pistol in shop. |
| | Paint the Town Red | Destroy a zeppelin and a Wulf tank during the same alarm. | Unlock Panzershrek in the shop. |
| Sniping | Marksman | Kill 5 Nazis using a sniper scope. | Reduced drift while using a scoped rifle. |
| | Eagle Eye | Score 15 head shots using a sniper scope. | Reduced recoil while using a scoped rifle. |
| | Longshot | Score 10 "Double Kills" using a sniper scope. | Unlock Terror Scoped Rifle in the shop. |
| Explosives | Cheap Thrill | Kill 10 Nazis using grenades. | Carry additional grenades. |
| | More Bang for Your Buck | Kill 5 Nazis in one explosion. | All explosives half price. |
| | A Real Hellion | Kill 10 Nazis in 10 seconds with RDX or dynamite. | No knockdown from explosions. |
| Demolitions | A Nasty Surprise | Blow up 3 Nazi vehicles using dynamite. | Unlock trap functionality for dynamite. |
| | Mad Bomber | Destroy 5 Nazi vehicles with dynamite in 300 seconds. | Unlock RDX in the shop. |
| | Block Buster | Destroy 3 Wulf tanks using RDX or dynamite. | Unlock Super RDX upgrade. |
| Sabotage | Short Fuse | Destroy 2 Nazi installations | Improved planting speed for explosives. |
| | I Fell Towers | Destroy 10 Nazi towers. | Carry additional explosives. |
| | Urban Renewal | Destroy 4 Nazi train bridges. | Planting explosives while disguised is not suspicious. |
| Mayhem | Throwing a Party | Throw 5 Nazis to their death. | Unlock Crowd Clearer throw. |
| | Road Rage | Run over 20 Nazis with a vehicle. | Unlock Aurora nitrous upgrade. |
| | The Right of Way | Destroy 20 Nazi vehicles with one vehicle. | Unlock Aurora machine gun. |
| Racing | Lead Foot | Win the time trial. | Unlock Silver Dart in the garage. |
| | Speed Demon | Win Country Race 1. | Unlock Skylar's Drake Custom in the garage. |
| | Godspeed | Win Country Race 2. | Unlock Silver Dart 2 in the garage. |
| Mechanics | Joy Rider | Collect 5 different civilian vehicles. | Unlock a race car in the garage. |
| | Hijacker | Collect all 12 Nazi vehicles. | Free vehicle repairs in the garage. |
| | Wheelman | Collect and store all civilian, race, and military vehicles. | Garages can collect and store APCs and tanks. |
| Evasion | Fugitive | Escape from a Level 2 Alarm 5 times. | Unlock Getaway Strike. |
| | Escape Artist | Escape from a Level 3 Alarm. | Gain the ability to select getaway car at any garage. |
| | Europe's Most Wanted | Escape from a Level 5 Alarm. | You can use hiding spots at Alarm Levels 4 and 5. |

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# The Arsenal

**You don't go to a bar fight with a teacup in hand, and you certainly don't infiltrate a Nazi installation with just a pack of matches. You've got to have a minimum weaponry standard: You know, equipment like machine guns, grenades, dynamite, and maybe a rocket launcher from time to time. This chapter lists every piece of equipment, every upgrade, and every map you can unlock in the game. So, how do you get all this Resistance gear?**






Most weapons, upgrades, and maps become available after you complete certain missions. For example, when you first befriend Santos in the "Black Market" mission, you open up your basic equipment: 10 weapons, 10 upgrades, and five maps. These will serve you well until you beat the "Liberty or Death" mission and gain nine more upgrades. By the time you complete the "South of the Seine" mission and unlock the sweet Viper SMG, you're well on your way to a formidable hardware collection.




Remember to check back at the Black Market often for any weapon unlocks. You don't want to be lugging around the MP40 when there's a Tommy MG available. Once you buy an item in the Black Market, it's always available thereafter if you stop by any of the Black Market weapons dealers around the city. The only thing you'll have to pay for is more ammo.




Five of the weapons unlock by completing the perk requirements instead of missions. Check your Perks screen for all your normal perks and the special weapon unlocks.

Upgrades bump up your personal skills, outfit other Resistance members, and even bulk up your vehicles. Depending on your play style, sink contraband into the areas of improvement that will do you the most good. If you want a little more splash damage for your grenades or to shoot at longer range, upgrades customize your various Nazi-hating abilities.



When you have a little extra contraband burning a hole in your pocket, purchase maps of your favorite Paris areas. A map shows you where all the freeplay targets are in the area, which presents more opportunity for contraband.



Think of this section as Santos's inventory list, which you can study to choose the right item at the right price for your upcoming mission objectives. Pay close attention to the weapon stats. If you want



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# THE ARSENAL

heavy damage, for example, the rocket launchers, explosives, Terror Shotgun, and Terror Flammenwerfer provide the best bang for your buck. The MP40 shoots little more than blanks, but it's the best machine gun you've got on your early missions. For range, your scoped sniper rifles win out, while you'll have to be at point-blank range to use the double shotgun. The most accurate weapons are the scoped carbine and scoped Steiner; the Siegfaust MK2 rocket launcher isn't accurate at all but will make up for inaccuracy with its blast radius. Worried about running out of ammo? The Terror MP60 holds the most bullets (400); the Siegfaust MK2 only carries two shots, so make them count.

Save up that contraband. Each time the Black Market notifies you that new equipment has arrived, it's like buying yourself a birthday present or three.





**Unlocked by Completing "The Black Market" Mission**

| Item Name | Description | Item Price (Contraband) | Ammo Price | Damage | Range | Rate of Fire | Accuracy | Clip Size (# of rounds) | Ammo Type | Max Capacity (# of rounds) |
|---|---|---|---|---|---|---|---|---|---|---|
| **WEAPONS** | | | | | | | | | | |
| Grenade  | These babies are perfect for killin' krauts in hard-to-reach places, assuming you don't blow your ow arm off. | 10 | — | | | | | 1 | Grenade | 5 |
| Dynamite  | The saboteur's bread and butter. Light the fuse and run, or detonate the charge with a bullet from long range. | 10 | — | | | | | 1 | TNT | 8 |
| Kruger Pistol  | Light and compact, the Kruger is an excellent accessory for any German disguise. She doesn't pack much punch, so make sure you aim for the head. | Free | 10 | | | | | 8 | Pistol | 80 |
| MP40 SMG  | As common as hookers on the streets of Paris, and sees about as much action. An efficient weapon at close range, but a poor choice for long-range work. | Free | 10 | | | | | 32 | Machine Gun | 240 |
| Double Shotgun  | Weapon of choice for farmers trying to make me marry their daughters. Short range and slow to reload, but enough firepower to blow any unlucky bachelor out of his socks. | Free | 10 | | | | | 2 | Shotgun | 50 |
| Hunting Rifle  | Suitable for huntin' birds and such, but if it's a Nazi's head you're lookin' to mount on the wall, look for a long gun with more punch. | Free | 10 | | | | | 5 | Rifle | 50 |
| MP44 MG  | A nasty piece o' German engineering. An efficient weapon, standard amongst jackbooted Nazis. | 300 | 10 | | | | | 32 | Machine Gun | 240 |
| Trenchgun  | When the fighting is door-to-door, the trenchgun is a saboteur's best friend. Just don't shoot until you see the whites of their beady blue eyes. | 200 | 10 | | | | | 6 | Shotgun | 50 |
| Carbine Rifle  | Standard kraut infantry rifle. She's got a long reach, but she's not much use in a close-up fight. | 200 | 10 | | | | | 5 | Rifle | 50 |
| Silenced Pistol  | Signature weapon of the English assassins. Perfect for a silent head shot on a snoozing kraut sentry. | 500 | 20 | | | | | 8 | Silenced Pistol | 40 |



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# THE ARSENAL

| Item Name | Description | Item Price (Contraband) | Ammo Price | Damage | Range | Rate of Fire | Accuracy | Clip Size (# of rounds) | Ammo Type | Max Capacity (# of rounds) |
|---|---|---|---|---|---|---|---|---|---|---|
| **UPGRADES** | | | | | | | | | | |
| New Sheriff | It's hard to reload when you're smokin' a cigarette with your free hand. | 100 | – | – | – | – | – | – | – | – |
| Spray 'n' Pray | In a firefight, the winner is typically the guy who puts more lead in the air. | 300 | – | – | – | – | – | – | – | – |
| Longshot | One shot, one kill is a nice idea, but it helps to have plenty of second and third chances. | 300 | – | – | – | – | – | – | – | – |
| Close 'n' Personal | Time to do a little house cleanin'. | 300 | – | – | – | – | – | – | – | – |
| Block Buster | More firepower than a bloody battleship. | 500 | – | – | – | – | – | – | – | – |
| The Devil's Due | I'm puttin on a BBQ for the neighborhood Nazis. Everybody's invited. | 500 | – | – | – | – | – | – | – | – |
| Splash Damage | Precision was never my strong suit. This way, I don't need to worry about it. | 300 | – | – | – | – | – | – | – | – |
| Mad Bomber | Once you get the hang of these things, you can make a little boom go a long way. | 300 | – | – | – | – | – | – | – | – |
| Luck o' the Irish | When you're as Irish as I am, every day is a lucky day. | 2,000 | – | – | – | – | – | – | – | – |
| St. Patty's Day | Luck is a lady...apparently she's a bit of a slut where I'm concerned. | 3,000 | – | – | – | – | – | – | – | – |
| **MAPS** | | | | | | | | | | |
| Paris Area 1 Map | Once a map is purchased, Nazi installation targets in that district will be revealed on the mini-map as white icons. The display can be toggled on/off in the start menu. | Free | – | – | – | – | – | – | – | – |
| Saarbrücken Map | Once a map is purchased, Nazi installation targets in that district will be revealed on the mini-map as white icons. The display can be toggled on/off in the start menu. | 200 | – | – | – | – | – | – | – | – |
| Champagne-Ardenne Map | Once a map is purchased, Nazi installation targets in that district will be revealed on the mini-map as white icons. The display can be toggled on/off in the start menu. | 200 | – | – | – | – | – | – | – | – |
| Lorraine Map | Once a map is purchased, Nazi installation targets in that district will be revealed on the mini-map as white icons. The display can be toggled on/off in the start menu. | 200 | – | – | – | – | – | – | – | – |
| Bourgogne Map | Once a map is purchased, Nazi installation targets in that district will be revealed on the mini-map as white icons. The display can be toggled on/off in the start menu. | 200 | – | – | – | – | – | – | – | – |

**Unlocked by Completing the "Grand Theft Limo" Mission**

| Item Name | Description | Item Price (Contraband) | Ammo Price | Damage | Range | Rate of Fire | Accuracy | Clip Size (# of rounds) | Ammo Type | Max Capacity (# of rounds) |
|---|---|---|---|---|---|---|---|---|---|---|
| **VEHICLE UPGRADE** | | | | | | | | | | |
| Thick Skin | This is what they mean when they talk about "defensive driving." | 500 | – | – | – | – | – | – | – | – |
| Reinforced Ride | Let's find out how much the ol'. girl can take. | 1,000 | – | – | – | – | – | – | – | – |



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# THE ARSENAL

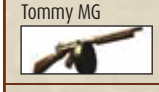
**Unlocked by Completing the "Liberty or Death" Mission**

| Item Name | Description | Item Price (Contraband) | Ammo Price | Damage | Range | Rate of Fire | Accuracy | Clip Size (# of rounds) | Ammo Type | Max Capacity (# of rounds) |
|---|---|---|---|---|---|---|---|---|---|---|
| **UPGRADES** | | | | | | | | | | |
| Uprising | Outfit the Resistance with basic German hardware: carbine rifles and MP40 SMGs. | 100 | – | – | – | – | – | – | – | – |
| Insurgency | Chip in a few extra quid to oufit the. boys with some heavy equipment: trenchguns and MP40 MGs | 500 | – | – | – | – | – | – | – | – |
| Insurrection | Outfit the Resistance with some serious. hardware: Raum pistols, Tommy MGs, and Steiner rifles | 1,000 | – | – | – | – | – | – | – | – |
| Helping Hand | Time to bite the bullet, lads. This is a war, not a pub crawl. | 100 | – | – | – | – | – | – | – | – |
| Trusted Allies | If the first shot doesn't kill ya, the second one probably won't either. | 500 | – | – | – | – | – | – | – | – |
| Brothers in Arms | Luc's boys are getting hard as nails. Glad I'm on their side. | 1,000 | – | – | – | – | – | – | – | – |
| Après Moi | If you can't outrun the bastards, outnumber 'em. | 500 | – | – | – | – | – | – | – | – |
| Le Deluge | I never believed in a fair fight. | 1,000 | – | – | – | – | – | – | – | – |
| Special Delivery | Death and destruction, . now delivered right to your doorstep | 300 | – | – | – | – | – | – | – | – |

**Unlocked at the Beginning of the "Buried Secrets" Mission**

| Item Name | Description | Item Price (Contraband) | Ammo Price | Damage | Range | Rate of Fire | Accuracy | Clip Size (# of rounds) | Ammo Type | Max Capacity (# of rounds) |
|---|---|---|---|---|---|---|---|---|---|---|
| **WEAPONS** | | | | | | | | | | |
| Raum Pistol  | The big dog of German pistols—bark as loud as hell and bite to match. Unlike with the Kruger pistol, there's no need to go for the head shot. | 600 | 10 | 6 | 4 | 3 | 5 | 8 | Pistol | 80 |
| Steiner Rifle  | She's semi-automatic and steady, but. one shot is all she needs. Perfect for shooting from rooftops | 500 | 10 | 7 | 8 | 4 | 8 | 5 | Rifle | 50 |
| Scoped Carbine  | Nothin' like the sight of a kraut general's smirking face through the scope of a high-powered rifle. Zoom in when you are ready to take the shot. | 800 | 20 | 8 | 10 | 2 | 10 | 5 | Sniper Rifle | 40 |
| **MAPS** | | | | | | | | | | |
| Le Havre Map | Once a map is purchased, Nazi installation targets in that district will be revealed on the mini-map as white icons. The display can be toggled on/off in the start menu. | 200 | – | – | – | – | – | – | – | – |

**Unlocked after Completing the "Papiere Bitte" Save Point**

| Item Name | Description | Item Price (Contraband) | Ammo Price | Damage | Range | Rate of Fire | Accuracy | Clip Size (# of rounds) | Ammo Type | Max Capacity (# of rounds) |
|---|---|---|---|---|---|---|---|---|---|---|
| **WEAPONS** | | | | | | | | | | |
| Tommy MG  | She'll clear the room faster than a fart at a dinner party. Best American invention since Rita Hayworth. | 1,200 | 10 | | | | | 50 | Machine Gun | 240 |
| Siegfaust MK2  | This boomstick'll take down a guard tower or stop an armored car in its tracks. You've only got a couple of shots, so make 'em count. | 1,500 | 30 | | | | | 1 | MK2 Rocket | 2 |
| Scoped Steiner  | An impressive combination of speed. and precision. The semi-auto scoped Steiner can put more lead on target than the scoped carbine | 1,300 | 20 | | | | | 5 | Sniper Rifle | 40 |



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# THE ARSENAL

**Unlocked by Completing the "Papiere Bitte" Mission**

| Item Name | Description | Item Price (Contraband) | Ammo Price | Damage | Range | Rate of Fire | Accuracy | Clip Size (# of rounds) | Ammo Type | Max Capacity (# of rounds) |
|---|---|---|---|---|---|---|---|---|---|---|
| **MAPS** | | | | | | | | | | |
| Paris Area 2 Map | Once a map is purchased, Nazi installation targets in that district will be revealed on the mini-map as white icons. The display can be toggled on/off in the start menu. | 200 | – | – | – | – | – | – | – | – |
| Picardie Map | Once a map is purchased, Nazi installation targets in that district will be revealed on the mini-map as white icons. The display can be toggled on/off in the start menu. | 200 | – | – | – | – | – | – | – | – |
| Normandie Map | Once a map is purchased, Nazi installation targets in that district will be revealed on the mini-map as white icons. The display can be toggled on/off in the start menu. | 200 | – | – | – | – | – | – | – | – |

**Unlocked by Completing the "Rolling Thunder" Mission**

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **WEAPONS** | | | | | | | | | | |
| Bridge Killer  | I don't believe in burning bridges. Takes too long. These babies require a bit o' legwork, but the fireworks show is worth the extra effort. | – | – | – | – | – | – | – | – | – |

**Unlocked by Completing the "Hard Bargain" Mission**

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **MAPS** | | | | | | | | | | |
| Paris Area 3 Maps | Once a map is purchased, Nazi installation targets in that district will be revealed on the mini-map as white icons. The display can be toggled on/off in the start menu. | 2,000 | 20 | – | – | – | – | – | – | – |
| Centre Map | Once a map is purchased, Nazi installation targets in that district will be revealed on the mini-map as white icons. The display can be toggled on/off in the start menu. | 2,000 | 20 | – | – | – | – | – | – | – |

**Unlocked by Completing the "South of the Seine" Mission**

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **WEAPONS** | | | | | | | | | | |
| Viper SMG—Silenced  | One of my personal favorites. She's quiet as a ghost, and quick enough to stop a kraut's heart before he can reach for that whistle. A must for any serious collector. | 2,000 | 20 | | | | | 32 | Silenced SMG | 240 |

**Unlocked by Completing the "Boiling Point" Mission**

| Item Name | Description | Item Price (Contraband) | Ammo Price | Damage | Range | Rate of Fire | Accuracy | Clip Size (# of rounds) | Ammo Type | Max Capacity (# of rounds) |
|---|---|---|---|---|---|---|---|---|---|---|
| **WEAPONS** | | | | | | | | | | |
| Terror MP60  | Ya gotta have brass balls just to pick one of these monsters up. Kick's like a mule, but she'll cut a jackboot into Kraut confetti in two seconds flat. | 2,500 | 30 | | | | | 150 | Terror Machine Gun | 400 |
| Terror Shotgun  | First time I found myself on the wrong end o' this monster, I nearly pissed me pants. The sound alone is enough to send hard men running for their lives. A true tide-turner. | 2,500 | 30 | | | | | 8 | Terror Shotgun | 100 |

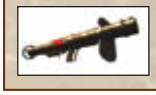


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# THE ARSENAL

**Unlocked by Completing the "C'est Ici L'Empire de la Mort" Mission**

| Item Name | Description | Item Price (Contraband) | Ammo Price | Damage | Range | Rate of Fire | Accuracy | Clip Size (# of rounds) | Ammo Type | Max Capacity (# of rounds) |
|---|---|---|---|---|---|---|---|---|---|---|
| **WEAPONS** | | | | | | | | | | |
| Terror Flammenwerfer  | Surprise a goosestepper with this and they'll learn that bastards burn better than books. | 2,000 | 30 | | | | | 260 | Flamethrower Fuel | 300 |

| Item Name | Description | Item Price (Contraband) | Ammo Price | Damage | Range | Rate of Fire | Accuracy | Clip Size (# of rounds) | Ammo Type | Max Capacity (# of rounds) |
|---|---|---|---|---|---|---|---|---|---|---|
| **WEAPONS** | | | | | | | | | | |
| **Unlocked by Completing "Angel of Death" Perk** | | | | | | | | | | |
| Executioner Pistol  | Kurt Dierker may have been motherless arsefaced knobjockey, but he packed one mean gun. A very useful souvenir. | 1 | 10 | | | | | 8 | Pistol | 80 |
| **Unlocked by Completing "War on Terror" Perk** | | | | | | | | | | |
| .44 Pistol  | One round from this Yankee cannon'll turn a kraut's insides into shepherd's pie. Just watch your ammo, 'cause she's a pain to reload. | 0 | 10 | | | | | 6 | Pistol | 80 |
| **Unlocked by Completing the "Mad Bomber" Perk** | | | | | | | | | | |
| RDX  | Another o' me personal favorites. There's no end to the fiendish fun one can have with these little devils. Use one charge to create a diversion or stack several to blow up the whole base. | 0 | 10 | | | | | 1 | RDX | 8 |
| **Unlocked by Completing the "Block Buster" Perk** | | | | | | | | | | |
| Super RDX  | Another o' me personal favorites. There's no end to the fiendish fun one can have with these little devils. Use one charge to create a diversion or stack several to blow up the whole base. | 0 | 10 | | | | | 1 | RDX | 8 |
| **Unlocked by Completing the "Longshot" Perk** | | | | | | | | | | |
| Terror Scoped Rifle  | The perfect tool for long-range murder. Set up on a high rooftop, keep your head down, and let the games begin. So easy, it almost feels like cheatin'. | 0 | 30 | | | | | 8 | Terror Sniper | 100 |
| **Unlocked by Completing the "Paint the Town Red" Perk** | | | | | | | | | | |
| Panzershrek  | Another marvel of German engineering. Like a Siegfaust but she can reload and fire all day. Perfect for taking apart a Nazi base. | 0 | 40 | | | | | 1 | Panzershrek | 5 |



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Allies and Enemies

## French Resistance

### Morini Racing Team

#### Sean Devlin



Sean Devlin's past is shrouded in mystery. Ten years ago, Sean left his home in Ireland and ended up finding work as a mechanic on the racing circuit. Don Vittore sensed Sean's natural talent as a driver. After years of rigorous practice and training, Sean was ready to represent Team Morini behind the wheel of the Aurora. You play Sean Devlin in the game.

#### Vittore Morini



The tough-as-leather captain of Team Morini worked his way up from the gutters of Milan to become a champion driver on the pro circuit and eventually the owner of his own racing team. The bond between Sean and Vittore is closer than the bond between many fathers and sons.

#### Jules Rousseau



Sean's mechanic and best friend doesn't take much seriously other than racing and his family. Quick with a joke, and faster with the ladies, Jules is fiercely protective of his sister, Veronique, and fiercely loyal to Sean.

#### Veronique Rousseau



Despite being raised in the Belle de Nuit, Jules's beautiful younger sister has a serious outlook on life. The mutual attraction between Sean and Veronique has smoldered for a long while, but fate, not to mention Jules, always seems to get in the way.

## Leaders of the Resistance

#### Luc Gaudin



Luc is a charismatic guerilla leader who seeks to unite the various rebellious factions of Paris into a single Resistance movement. Luc's patriotic passion is a source of inspiration for all who oppose the Nazi occupation.

#### Margot Bonnaire



Before the war, Madame Bonnaire was a senior curator at the Louvre. When she saw the Nazis plundering the cultural treasures of her beloved city, Margot declared her own private war. Bonnaire's matronly appearance belies a razor-sharp mind and a cold-blooded willingness to kill in the name of art.

#### Duval Mingo



Growing up a poor West African immigrant on the mean streets of Paris, Duval Mingo learned that each day is a fight for survival. Life under the German occupation is just more of the same, but the Nazis are far stronger and far more ruthless than any gang Mingo has faced before.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Resistance Agents

## Santos



Santos is a notorious smuggler and a major figure in the Parisian underworld. Santos's business is the Black Market, and since the Nazis arrived, business has never been better. Santos regularly sells weapons and information to the Resistance, but he is motivated by profit rather than patriotism.

## Father Denis



The man who calls himself Father Denis is no longer a Catholic priest. Denis was defrocked by the Catholic Church when he used his pulpit to condemn the Nazi atrocities (the Church is officially neutral). He blames himself and the Church for failing to save innocent Parisians from the torture chambers of the Gestapo. With Sean's help, he intends to redeem himself.

## Le Crochet



Le Crochet ("The Hook") got his name from the steel hook he has worn since the Gestapo chopped off his hand during an interrogation. As a veteran officer of the French Foreign Legion, Crochet is a highly skilled soldier and a valuable asset to the Resistance.

## Yosef Bryman



Yosef Bryman is a German Jew who trained as a radio engineer before offering his services to the French Resistance. Bryman is not much of a soldier, but his loyalty and his talent for cracking German communications make him a valuable agent of the Resistance.

## Dr. Felix Kwong



Dr. Kwong is a brilliant, if somewhat twisted, psychologist who sees the Nazi occupation as an opportunity to field-test his theories on psychological warfare. As Kwong puts it: "The true battlefield is the human mind."

# S.O.E. (Special Operations Executives—British Agents)

## Skylar



When Sean first met Skylar, he mistook her for another bored rich girl infatuated with professional race car drivers. He had no idea the British bombshell was actually a secret agent and that her groupie act was merely a cover designed to fool the Gestapo. Skylar may look like a cover model, but there's much more to this blonde beauty than meets the eye.

## Bishop



Bishop is the devious mastermind behind several top-secret S.O.E. operations in occupied France. Bishop's business is secrets, and business is booming. This mysterious agent's true identity is one of the most closely guarded secrets of all.

## Wilcox



This icy Scottish killer is Bishop's bodyguard and right-hand man. Wilcox is the consummate S.O.E. commando: tough, competent, and coldly ruthless in the pursuit of his mission objectives. He's not known for his "people skills."

# The Nazis

## Notable Nazis

### Kurt Dierker



Before the war, Kurt Dierker earned an international reputation as one of the world's top race car drivers. The Gestapo later discovered that Dierker had other, more practical talents with which to serve the Nazi regime. Dierker rose rapidly through the ranks of German counterintelligence, where his cold cunning and vicious interrogation techniques proved extremely effective at rooting out spies and traitors.



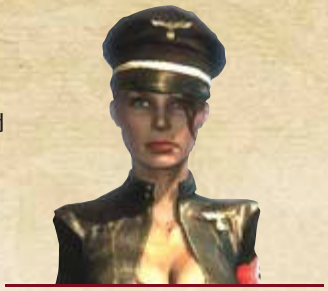
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

### General Eckhardt



General Eckhardt is the commanding officer in charge of the German army's atomic weapons program. Before the war, Eckhardt was the managing director of Doppelsieg Motorworks. Now he uses the company as a cover for secret weapons research.

### Franziska



Franziska is Eckhardt's bodyguard and chief of security. This black-hearted beauty has a reputation for sadism and a willingness to kill at the drop of a hat.

## Nazi Soldiers

**NOTE**

**Enemies in this section are ranked from weakest threat to greatest threat based on their damage potential, weapon, health, and other special abilities such as speed and suspicion alertness.**

### Rifle Grunt



**Health:** Low
**Damage:** Low
**Size:** Small
**Speed:** Slow
**Range:** Mid-long
**Weapon:** Carbine rifle

**Play Tips:** The rifle grunt is your base-level Nazi, which you can find on any Paris street corner. Because of their low health and a low rate of return fire, you should handle bunches of these Nazis with your eyes closed.

### Machine Gun Grunt



**Health:** Low
**Damage:** Low
**Size:** Small
**Speed:** Medium
**Range:** Close-mid
**Weapon:** MP40 SMG

**Play Tips:** Slightly better than the rifle grunt, this Nazi carries a machine gun to spray more bullets in your direction. He's slightly more agile than the rifle grunt, so line up surprise shots from cover whenever you can.

### Officer



**Health:** Low
**Damage:** Medium
**Size:** Small
**Speed:** Medium
**Range:** Close
**Weapon:** Kruger pistol

**Play Tips:** In close combat, the officer is deadly. A bullet to the head will stop you dead in your tracks. Keep him at range, though, and you have the upper hand. Self-preservation is the officer's goal, which means he won't reinforce other Nazis if you advance aggressively.

### Heavy Machine Gunner



**Health:** Medium
**Damage:** Medium
**Size:** Medium
**Speed:** Fast
**Range:** Close-mid
**Weapon:** MP44 MG

**Play Tips:** This elite combat unit proves deadly, especially in high numbers. The heavy machine gunner's effective weapon has a long burst duration, and the soldier can quickly navigate from cover point to cover point. Outthinking this enemy is your best option.

### Heavy Shotgun Soldier



**Health:** Medium
**Damage:** High
**Size:** Large
**Speed:** Medium
**Range:** Close
**Weapon:** Trenchgun

**Play Tips:** Keep your distance from Nazis armed with heavy shotguns. They tend to charge your position, and, once in close, their damage can be deadly. Stick to sniper rifles and machine guns to increase your range against them.

### Flamethrower



**Health:** High
**Damage:** High
**Size:** Medium
**Speed:** Slow
**Range:** Close
**Weapon:** Flamethrower



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

**Play Tips:** To inflict maximum damage, flamethrower Nazis try to get up close and personal. Stay at range to combat this tactic, or aim for the flamethrower pack on his back and turn him into a mobile explosive barrel.

## Sniper



**Health:** Low
**Damage:** High
**Size:** Small
**Speed:** Slow
**Range:** Mid-long
**Weapon:** Scoped carbine

**Play Tips:** Lethal from long range, the sniper can prove troublesome when you can't immediately locate his position. Always seek cover in sniper areas and survey the terrain for signs of enemy movement. The blinking red light on the sniper's backpack antenna also gives him away.

## Turret MG42 Machine Gunner



**Health:** Low
**Damage:** Extremely high
**Size:** Small
**Speed:** Medium
**Range:** Close-mid
**Weapon:** MG42

**Play Tips:** With a high rate of fire and heavy damage, the turret machine gunner tries to pin you down and force you into cover, which allows his fellow enemies to flank you. Use a long-range weapon to take out a turret machine gunner, or get in a little closer and lob a grenade into his lap.

## RPG Soldier



**Health:** High
**Damage:** Extremely high
**Size:** Large
**Speed:** Medium
**Range:** Mid-long
**Weapon:** Panzershrek

**Play Tips:** You won't see these Nazis much, but when you do, you'll wish you hadn't. They are extremely dangerous. Keep moving when you spot one; if he locks on to you and fires, you're most likely dead on impact. The rockets are slow, but with each rocket, the RPG soldier gets closer to hitting his target.

## Gestapo Agent



**Health:** Low
**Damage:** Medium
**Size:** Small
**Speed:** Fast
**Range:** Close
**Weapon:** Kruger pistol

**Play Tips:** It's not the Gestapo agent's weapon that you have to worry about, but his eyes. At close range, a Gestapo agent will not be fooled by your disguises. Check your mini-map to avoid the yellow suspicion zone around Gestapo agents, and keep your distance at all times or your cover will be blown almost immediately.

## Terror Squad Commander



**Health:** Medium
**Damage:** Extremely high
**Size:** Large
**Speed:** Fast
**Range:** Close-mid
**Weapon:** Terror Shotgun

**Play Tips:** Agile and deadly, the Terror Squad commander will charge your position and deal massive damage with the automatic Terror Shotgun. He has to get in close to be effective, so put distance between you and the commander, and use corners to your advantage as you blast away while protected.

## Terror Squad Machine Gunner



**Health:** Extremely high
**Damage:** High
**Size:** Huge
**Speed:** Slow
**Range:** Close-mid
**Weapon:** Terror MP60

**Play Tips:** This heavily armored unit may be slow-moving, but it carries the devastating Terror MP60. You do not want to get caught in its gunfire at all. Unlike other weapons from which you may be able to take a bullet or two before seeking cover, the Terror MP60 will hit you with several penetrating bullets at once and finish you off in a split second.

## Terror Squad Flamethrower



**Health:** Extremely high
**Damage:** Extremely high
**Size:** Huge
**Speed:** Slow
**Range:** Close
**Weapon:** Terror Flammenwerfer

**Play Tips:** The most difficult enemy to deal with, the Terror Squad soldier armed with a flamethrower seems to have a couple of major strikes against him: slow movement and limited range. However, he can take a tremendous amount of abuse before going down, and his Terror Flammenwerfer will set your clothes on fire and singe the skin from your bones. This guy is like a movable, flame-throwing tank.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# The City of Paris






Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

**The year is 1940, and the Nazis have invaded France. Europe crumbles into ruins amidst crunching tank treads and deafening bomb blasts. In the streets of Paris, some citizens cower and some shut their eyes and pray for the nightmares to end. Twilight moves to darkness. But there are still a few resilient souls who would reclaim the light, a few members of the French Resistance who fight back against the Nazis in a vast underground movement that recruits a one-man army, Sean Devlin, into the fold. You are the man who can unravel the Nazis' plans with a bomb here or a sniper bullet there.**





# Occupied Paris

The main city limits of Paris are divided into three areas, each progressively more dangerous. Area 1 is open to you at the start of the game, and you will need to perform missions to gain the papers that grant you access through the Nazi checkpoints guarding Area 2 and Area 3.

## Area 1



You begin the game in Area 1, which includes Montmartre, Canal Saint Martin, Les Halles, and Belleville, among other districts. The Resistance works out of the Belle, though most of the Prologue takes place in the French countryside and inside German borders. Act 1 gives you more missions in the city, and you'll soon discover a Resistance headquarters (HQ) at La Villette, the Black Market in the alley opposite the Belle, and a remote Resistance HQ in the town of Le Havre northwest of the city.

## Area 2




By the time you reach Act 2 and the mission "A Whisper or a Roar," you'll be ready for your Area 2 papers. You can then travel freely to the western section of the city, which includes such highlights as the Arc de Triomphe, the Louvre, the Champs Elysées, and the Resistance's Western District HQ.

## Area 3




In Act 2 when you receive your last set of papers, you can freely enter Area 3 for your final set of missions. Look for the Catacombs HQ along with the Eiffel Tower and Notre Dame cathedral. Paris's southern section is heavily fortified, including checkpoints at every access point, so you will have a more difficult time escaping alarms in this area.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# How to Use the Walkthrough Chapters







As you travel around Paris, missions can get a bit confusing as you bounce from contact to objective point. The following walkthrough chapters provide in-depth, precise explanations for every mission in the game. The missions are presented in the most efficient sequence for completion, beginning with the Prologue and continuing through Acts I, II, and III. You can perform many missions in any order; however, these mission walkthroughs are usually grouped by contact so there's less driving around Paris for your mission rewards.

Here's a quick summary of what's in each walkthrough:

## Mission Briefing

Each mission has a cheat sheet that tracks the mission type, contact, start location, destination, weapon of choice, requirement, and objectives. Use this cheat sheet to make sure you didn't miss anything critical on your mission, or to scout out what you need to accomplish in the area.

## Map

Each walkthrough chapter begins with a mission overview map. Reference the overview map for all of the mission locations in that act. Many individual missions contain a map of the objective tasks to guide you through deployment strategy and tactics. Labels on the map indicate objective points, optimal mission path, Nazi locations, and general points of interest.

## Walkthrough Text

We pack as much comprehensive strategy and expert guidance as we can into each section. The Mission Briefing can give you a nice overview, but if you really want to know how to avoid Nazi checkpoints, tackle the objectives in the most precise manner, and collect important contraband, read the walkthrough.

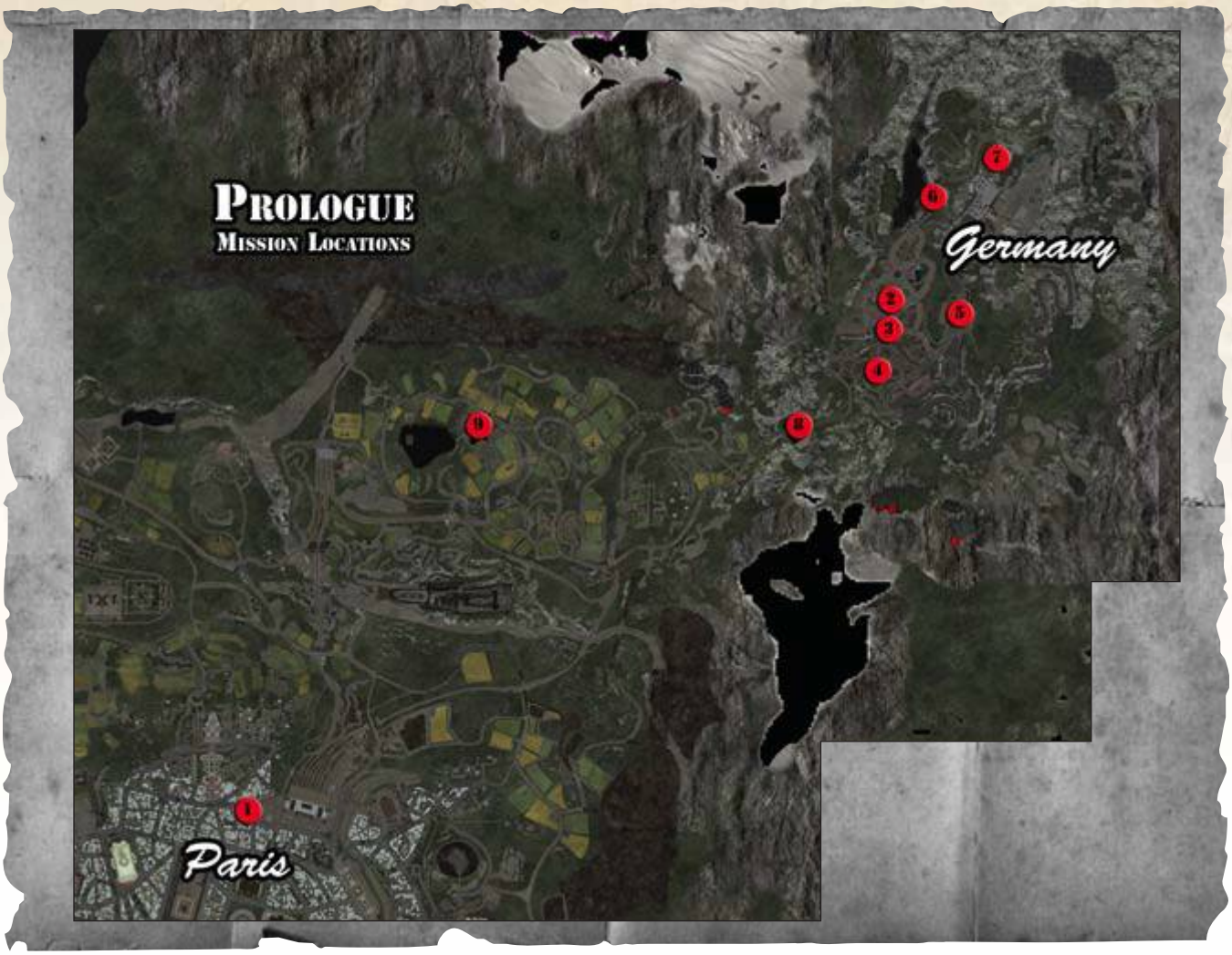





Sean Devlin already has a tough life. Why make it tougher by scratching your head each time you run into vigilant Gestapo agents or a seemingly impossible jailbreak? With the following mission walkthroughs, you'll have Sean back at the Belle in time for a nap before morning eggs and whiskey.

# Prologue

**World War II has begun. Nazis have invaded France and the streets bleed with humiliation, cruelty, and hatred. We first see Sean drowning his sorrows at a barstool in the Belle de Nuit, where Luc offers him a chance to join the French Resistance as they strive to take back Paris. After Sean blows up an important German fuel depot to earn his way into the Resistance, we flash back three months to the events leading up to Sean's arrival in Paris. Sean teams up with Jules, Vittore, and Veronique in a Saarbrücken race that goes bad when a famed German racer, Dierker, shoots out Sean's tire as he overtakes the German for the lead. To get back at Dierker, Sean and Jules tail him to a mysterious installation, Doppelsieg, in the countryside outside town and drive Dierker's car into the lake. The guards catch Sean and Jules, and Dierker turns out to be an important figure in the Nazi reich. He tortures them both and eventually kills Jules. Sean escapes the installation and drives through a massive invasion scene as the Germans launch their inevitable attack on France. Sean reaches the Morini Farm and rescues Vittore and Veronique from Gestapo clutches, and then the three seek refuge at the Belle and deal with the heartbreak of Jules's death and the war.**






Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

| Mission Number | Mission Name | Contact | Description | Rewards |
|---|---|---|---|---|
| 1 | Spark One Up | Luc | Sean meets a mysterious stranger named Luc. The two of them work together and blow up a Nazi fuel depot. | — |
| 2 | Better Days | Vittore | Sean and Jules drive into Germany with the Aurora. Vittore's waiting for them at the Red Ox. | — |
| 3 | Old Friends, New Enemies | Vittore | A confrontation with Dierker and his Doppelsieg goons leads to a full-out brawl. Sean, Jules, Veronique, and Vittore all escape without being caught by German soldiers. | — |
| 4 | La Femme St. Claire | Skylar | While escaping the bar with Jules, Sean runs into his old friend Skylar. The three of them flee the Nazi reinforcements and return to their hotel in Saarbrücken for the night. | — |
| 5 | Pole Position | Automatic | Sean races well, but as he passes Dierker, the villain shoots out his tires and Dierker claims victory. | — |
| 6 | A Sunday Drive | Jules | Sean and Jules tail Dierker and trash his car but get caught in the end. | — |
| 7 | The Darkest Night | Automatic | Sean escapes from the inside of Doppelsieg, but can he make it out alive across the border? | — |
| 8 | Out of the Frying Pan... | Automatic | Sean escapes Germany but must make it back to the farm quickly to find out what happened to Vittore and Veronique. | — |
| 9 | ...Into the Fire | Automatic | Sean arrives at the farm to find Vittore and Veronique in need of rescue. The three head to Paris to tell Veronique and Jules's parents what has happened. | — |

# Mission 1: Spark One Up

## Mission Briefing

**Mission Name: Spark One Up**
**Mission Type: Sabotage**
**Contact: Luc**
**Start: La Belle de Nuit**
**Destination: Fuel depot in Gare de L'Est**
**Weapon of Choice: Dynamite**
**Requirements: Dynamite**

## Objectives:

1. *Exit the Belle*
2. *Rendezvous with Luc*
3. *Get in the car and pick up Luc*
4. *Go to the supply depot*
5. *Stop the harassment*
6. *Rendezvous with Luc*
7. *Climb up the building*
8. *Throw the lookout off the roof*
9. *Climb down to the courtyard*
10. *Kill the guards*
11. *Get back in the vehicle*
12. *Get dynamite from crates*
13. *Go to the fuel depot*
14. *Climb up the building*
15. *Take the zip line into the depot*
16. *Sabotage the fuel conduit*
17. *Get back in the vehicle*
18. *Pick up Luc*
19. *Escape the Nazis*
20. *Get Luc back to the Belle*
21. *Enter the Belle and head to your room*



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Exit the Belle




You play the part of Sean Devlin in *The Saboteur*. When the game begins, World War II has broken out in Paris, and you drink alone at the bar in La Belle de Nuit, a nightclub in the Montmartre section of the city. A tragedy has brought you to this somber moment, which you find out about as the Prologue unravels. It's present day for this first mission, though you will flash back to three months ago for the majority of the Prologue. In the Belle de Nuit, a leader of the French Resistance, Luc, approaches you and offers you a chance to strike back at the Nazis. After some soul-searching, you take Luc up on the offer and just have to leave the Belle through the main door on the opposite side of the room to complete your first task.

## Rendezvous with Luc




Out on the street, turn right and look for Luc around the next corner in the back alley. He gives you details on your first mission. You'll both be heading off to blow up an important German fuel depot, though first you need to stop and pick up supplies.

## Get in the Car and Pick Up Luc




Hear Luc out and then jump in his car right behind you. As with all the driving tasks in the game, you're given a yellow GPS line on your mini-map that shows you the quickest route to your destination. Practice driving on the streets around the Belle and follow the yellow GPS line when you want to head off for the supply depot.

### CAUTION

**The GPS is a great tool for finding your destinations, but it doesn't always take you on the safest route! A GPS route might bring you through a Nazi checkpoint, and if you don't have the proper papers or are wearing a disguise, you may want to bypass the original route and force the GPS to find you an alternative.**

## Go to the Supply Depot




The supply depot is a short distance away. So long as you don't smash into too many cars or obstructions, you should make it there in one piece. Pull up to the yellow circle that marks the end of all driving tasks and climb out of the car.

## Stop the Harassment




Luc sees two Nazi soldiers abusing a woman in the street and charges them. You're forced to help out in a street brawl. Practice your brawling skills with a combination of quick punches, strong punches, and kicks. These Nazis go down easily; it will probably only take one or two hits to drop each one.

## Rendezvous with Luc




Follow Luc into the courtyard and he'll tell you about restricted areas. You'll have to take out any guards immediately or else they'll blow the whistle and sound an alarm. While Luc heads off on the ground, he tasks you with taking out the lookout on the nearby roof.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Climb Up the Building




Practice climbing on the building off to your left. At the top the lookout sentry surveys the restricted zone from his steel catwalk. Climb straight up so you appear on the rooftop behind the lookout and can't be immediately noticed.

## Throw the Lookout Off the Roof




Shuffle up behind the lookout in brawl mode and grab the Nazi from behind. Throw him off the roof in any direction to finish him off. If he spots you before you pull off the maneuver, stay in brawl mode and simply beat him with your fists. So long as you knock him out before he has a chance to sound the alarm, the Germans below won't get a jump on Luc.




## Climb Down to the Courtyard




Even if you execute a flawless throw off the roof and the lookout drops without a sound, Luc still calls for assistance with the guards below. Take the long ladder near the lookout spot and slide quickly to the ground floor.

## Kill the Guards




Help Luc with the final supply guards. Just as you did with the Nazis harassing the woman out front, brawl the remaining guards into unconsciousness. If you're running into trouble, team up with Luc on the same Nazi to take him down quicker.

## Get Dynamite from Crates




After the Nazis are out of the picture, break open the crates for some dynamite sticks. You'll need these later to blow up the fuel depot.

## Get Back in the Vehicle




Retrace your steps and jump back in Luc's car. Wait for Luc to climb in. If you jet away without Luc, the mission will end once you leave him too far behind. Follow the GPS trail to the fuel depot.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

**Spark One Up mission map**




## Take the Zip Line into the Depot



Wait for Luc to blow up the Nazi truck and create a diversion. Once it blows, jump up and catch the zip line. You will slide down over the barbed wire perimeter fence and inside the fuel depot (location 3). Wait a few seconds for the guards to clear out and investigate the explosion.

## Sabotage the Fuel Conduit





Head toward the fuel conduit (location 4) in the center of the depot. Use cover on the left side to shield yourself from prying eyes until you get close enough to bolt toward the fuel conduit. Plant your dynamite charge and make a run for it.

## Go to the Fuel Depot



Pull up to the GPS destination just outside the main gate of the fuel depot (location 1 on the map). Exit the car and let Luc go his own way. However, before you go any farther, climb back in the car and reverse direction so that you're pointing back down the street you just drove up. It's much better to reposition your car now for a quick getaway than to try to do it while Nazis are blasting at you later.

## Climb Up the Building

Cross the street to the building with the zip line (location 2 on the map). You'll see a poster at ground level and a flag to your left as you climb the building to the zip line.



## Get Back in the Vehicle

Sprint toward the main gate (location 5). This part gets tricky because you have to run through the guards at the front gate and any Nazis investigating the





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.




explosion across the street. Unless you are extremely lucky, you will take some hits. Keep running for your car no matter what. Because you turned your car around before, you should be in perfect position to jump in the driver's seat and hit the gas.

## Pick Up Luc




Accelerate right over any Nazis in your way and zip down the street. Luc should be somewhere near the end of the block (location 6). Look for his moving blue arrow to home in on his position. You have to stop to give him time to climb in the car and escape with you.

**CAUTION**

**You must wait for Luc! If you try to escape without him, the Nazis will kill him and the mission ends in failure.**

## Escape the Nazis




The blast triggers a Level 1 Alarm. It's the smallest alarm radius (about a city block wide), and as long as you can keep driving, you should outrun the alarm relatively soon. See the map for the best escape route from the alarm. If you stick to the back streets and take a lot of corners at high speed, you will ditch any Nazi pursuit.

## Get Luc Back to the Belle




Once the alarm dies down, return to the Belle. Drop your partner off. Luc tells you to get some rest and you'll pick up business again later.

## Enter the Belle and Head to Your Room




Enter the Belle and proceed to the back room where all the showgirls get ready behind the stage. The large showgirl poster on the left wall is actually a secret door. When you get close it slides open and you have your own room hidden away from Nazi intelligence.

**NOTE**

**Suggested weapons are the minimum required to accomplish a mission without a high level of difficulty. If you have a better-calibre weapon, arming yourself with that weapon will probably improve your mission's odds, as will working with a weapon you are comfortable wielding.**



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 2: Better Days

## Mission Briefing

**Mission Name: Better Days**
**Mission Type: Transportation**
**Contact: Vittore**
**Start: Morini Farm**
**Destination: Saarbrücken**
**Weapon of Choice: None**
**Requirements: Truck**
**Objectives:**

1. Enter the truck
2. Drive to Germany
3. Get past border checkpoint
4. Drive to the Red Ox bar

## Enter the Truck



After you fall asleep in the Belle, the story flashes back three months to the events that led up to you arriving in Paris. You're the driver of the Aurora, a racecar sponsored by Vittore, and your team also consists of your best friend Jules and his sister Veronique. Vittore and Veronique head up early to Saarbrücken for the upcoming race. Jules climbs in the truck and asks you to hop in.

## Drive to Germany




Follow the GPS route from the farm in Lorraine up to the checkpoint leading into Germany. Avoid the oncoming traffic and drive up to the checkpoint.

## Get Past Border Checkpoint



Stop at the checkpoint and wait for the Nazi soldier to check your papers. You will be approved. Once the checkpoint gate opens, continue your drive up to Saarbrücken.

## Drive to the Red Ox Bar







Drive carefully through the streets of Saarbrücken until you see the familiar yellow destination circle. Pull in here and get out of the truck. You're now in Germany, with lots of Nazis roaming the streets and cruising around in vehicles, so you don't want to make a scene unless it can't be helped.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

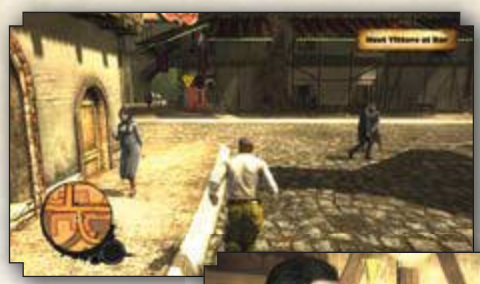
# Mission 3: Old Friends, New Enemies

## Mission Briefing

**Mission Name: Old Friends, New Enemies**
**Mission Type: Combat**
**Contact: Vittore**
**Start: Saarbrücken**
**Destination: Red Ox inn**
**Weapon of Choice: Fists**
**Requirements: Fists**
**Objectives:**

1. Meet Vittore at bar
2. Finish off six Doppelsieg goons
3. Leave the bar

## Meet Vittore at Bar



Head south from where you parked the truck and you'll find the Red Ox inn. Enter to find Vittore and Veronique ready to hand you a drink with your name on it.



## Finish Off Six Doppelsieg Goons



Your chief racing rival, Dierker, arrives with some of his goons to break up the party. He talks some trash about the Fuhrer and German



superiority, but things really go downhill when he lays a hand on Veronique. Jules clocks Dierker in the jaw and the barroom brawl is on! In all the mayhem, you have to disable six of Dierker's Doppelsieg goons with your standard brawling tactics. Since the goons may be concentrated on other patrons, you can land some punches and kicks from their blind sides to clean up quickly.

## Leave the Bar



Once the fight is over, Vittore warns you to clear out of the bar before the authorities arrive. Exit via the main door. Unfortunately, the alarm has already sounded and the Nazis spy you leaving.

# Mission 4: La Femme St. Claire

## Mission Briefing

**Mission Name: La Femme St. Claire**
**Mission Type: Evasion**
**Contact: Skylar**
**Start: Red Ox inn**
**Destination: Saarbrücken**
**Weapon of Choice: None**
**Requirements: Car**
**Objectives:**

1. Escape the Nazis!
2. Get to the hotel

primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Escape the Nazis!





You leave the Red Ox and run right into a Nazi patrol. With nowhere to run, fortune smiles as Skylar pulls up behind you in her sports car. You and Jules jump in and you have a few seconds before the Nazi patrol catches up with you. Hit the accelerator and turn right, away from the patrol. It doesn't matter where you go so long as you outrun the Level 1 Alarm. Speed away from the main patrol; one or two Nazi vehicles will follow close on your heels. When Skylar says to double back around, find the quickest avenue back into town and lose your pursuers among the twisting roads.

**TIP**

**You can also cut over to the nearby Saarbrücken racetrack if you want to try to outrun the Nazi patrol.**

## Get to the Hotel





Once you shake the Nazi patrol, return to the hotel. Jules says his goodbyes, and you and Skylar retreat to your bedroom. You find a switchblade on her—unbeknownst at the time, this is your first clue that she's a British spy—before the two of you retire to the sheets.

## Mission 5: Pole Position

### Mission Briefing

**Mission Name: Pole Position**
**Mission Type: Racing**
**Contact: Automatic**
**Start: Saarbrücken racetrack**
**Destination: Saarbrücken racetrack**
**Weapon of Choice: None**
**Requirements: Aurora**
**Objectives:**

1. Win the Race

**Pole Position map**
**Saarbrücken Racetrack**






Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Win the Race



After driving Jules to the Saarbrücken racetrack in the morning, you have the race of your life ahead of you. The Saarbrücken track is a long, three-lap course filled with hairpin turns, fast straightaways, and even some dirt road through the city streets themselves. From the starting flags (location 1 on the map), you have more than 20 cars to beat to reach Dierker in the lead.

**TIP**

**You have to floor it to have any shot at catching Dierker. Except for on the hairpin turns, make sure the Aurora is at maximum acceleration throughout the race.**



At the start of the race, you must jostle with a lot of cars for positioning (location 2). Don't lose too much time banging around, and definitely don't let any cars ram you off the track. Try to slip through gaps and accelerate to high speed. The quicker you distance yourself from the rear pack, the better. You should be in about eighth place when you pass the first third of the first lap.



Coming into the hairpin turns (location 3), slow down or you'll crash and lose valuable time. It's better to progress through cleanly at half speed than to barrel off the track out of control. You can also pass neighboring cars here that may have difficulty navigating the turns.



Hit the gas when you approach the straightaways (location 4). You make up the most time on the leaders on the straightaways. Floor it for as long as you can keep the car under control.



The course actually leaves tarmac and hits the dirt streets of Saarbrücken (location 5). You can maintain high speed on the dirt section; it's fairly easy to maintain control by sliding in and out of turns. Watch out for the building corner on your right near the end of the dirt stretch. You must make a quick slide left to avoid the corner, then a quick slide back right to avoid the oncoming barrier on the left.



If you can avoid crashing and stay at high speeds, you should catch Dierker on the third lap. You'll see the yellow objective dot on the track. Reach there and you complete the mission. However, you don't win the race. Dierker cheats by pulling out his pistol and shooting your tire out. As you spin out, he passes you and wins the trophy and the admiration of the German crowd. Vittore restrains you after the race from causing a scene, but the loss still irks you when you return to Jules and Veronique.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 6: A Sunday Drive

## Mission Briefing

**Mission Name: A Sunday Drive**
**Mission Type: Tailing**
**Contact: Jules**
**Start: Saarbrücken Racetrack**
**Destination: Doppelsieg**
**Weapon of Choice: None**
**Requirements: Car**
**Objectives:**

1. Get in the car
2. Tail Dierker
3. Meet Jules at the wall
4. Climb over the wall
5. Get in Dierker's car
6. Launch Dierker's car off the cliff

## Get in the Car




After Dierker cheats at the race, you decide it's payback time. Jules and you plan to tail Dierker and destroy his prized car.

## Tail Dierker




Tail Dierker to his Doppelsieg factory. You have to follow him without getting too close or the Paranoia meter will climb and

### PROLOGUE




Dierker will spot you (thus ending the mission). The meter rises slowly if you just enter his sight range, so it's better to have the meter start to rise a bit than to lose sight of Dierker and drop the tail. Eventually, he worms through town and ends up on the northern road out to his Doppelsieg base.

### TIP

**You don't have to take the same roads as Dierker. It's possible to loop around a side street and catch back up with him so long as you don't let him slip too far away.**

## Meet Jules at the Wall




Once you park outside of Doppelsieg, get out of the car and then sprint through the woods. Jules waits for you at the corner between the taller wall and shorter wall.

## Climb Over the Wall

Climb over the shorter wall and meet Jules on the other side. It's a short drop so you can just jump right off, and there are no guards in the immediate area to sound the alarm.




## Get in Dierker's Car




While Jules hangs back, hop in Dierker's car. It's time for some payback!



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Launch Dierker's Car Off the Cliff






Accelerate straight up the road and aim for the cliff that will catapult the car into the lake. Bail out of the car about three-quarters of the way toward the cliff. The car's momentum will sail it into the water and you'll roll to safety. If you bail out a little late, you should still be fine; the lake will cushion the fall. Unfortunately, all the commotion has attracted the Doppelsieg guards. They knock you and Jules out and tie you up for Dierker.



Dierker tortures both you and Jules. Hebelieves you are working for British secret service and that you've infiltrated the factory to steal Nazi secrets.



Doppelsieg isn't a car factory like you originally thought; it's a top secret installation for the Nazis and a staging ground for the coming war. You watch helplessly as he shoots Jules in anger after you won't talk. Enraged, you smash out of your bonds and headbutt Dierker in the face. Guards quickly stun you, and Dierker retreats to clean up his face. You have but a few moments till he returns to end your life.

## Mission 7: The Darkest Night

### Mission Briefing

**Mission Name: The Darkest Night**
**Mission Type: Evasion and combat**
**Contact: Automatic**
**Start: Doppelsieg torture room**
**Destination: Doppelsieg exit**
**Weapon of Choice: MP44 MG**
**Requirements: None**
**Objectives:**

1. Escape factory
2. Stealth kill the guard
3. Escape factory
4. Climb sign
5. Climb down the ladder
6. Escape factory
7. Exit the factory
8. Steal vehicle

## Escape Factory




After Dierker leaves, you dupe the guard into thinking you're unconscious and snap his neck. You now have to escape the factory. Leave the fallen Jules behind and take the only passage leaving the torture room. Pass a room where more Nazis experiment on a screaming victim and continue to the stairs. You'll see a guard with his back to you.

## Stealth Kill the Guard




Creep up the stairs in stealth mode. Perform a stealth kill from behind and take the guard's pistol. You now have a weapon to return fire if the alarm goes up.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Escape Factory



Twist through the corridor until you come to an open door that leads to the stormy outside. You're too high up to jump to the ground below, and another Nazi guard patrols the rooftop.



## Climb Sign







Stealth kill the rooftop guard first. Next, climb up the Doppelsieg sign to the upper roof. The red lights on the steel strut guide your first handholds. When you reach the horizontal beam, slide over to your right and reach the next vertical strut. Climb up until you can reach the lightning bolt sign, and vault up to the roof by climbing the lightning bolt itself. A short wall separates you from another patrolling guard. Wait until he passes to your left, hop the wall, and stealth kill him from behind.

## Climb Down the Ladder



Take the two sets of ladders that lead to the ground floor. There are no guards as you descend; feel free to drop down quickly (without falling!).

## Escape Factory





After the second ladder, proceed slowly. Up ahead you see a stack of crates with guards talking on the other side. Slink up to the crates and grab the MP44 machine gun on the table. It's your weapon of choice for the remainder of the escape. It's nearly impossible not to raise the alarm at this point; there are too many guards to escape through. Rely on your machine gun to mow them down.

**TIP**

**Use the building's walls as cover and aim around the corners to steady your target on approaching Nazi guards.**



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Gun down the two guards on the other side of the crate and then take up a position at the corner looking into the next corridor. Several guards will swarm to the sound of your machine gun fire. Proceed down the corridor only after they're all lying bloody on the ground. Watch for more guards and stick to your wall cover. You will run into at least one more set of Nazis before reaching the main foyer.

## Exit the Factory



At the entrance to the main foyer, you'll spot some grenades on a crate near the low wall overlooking the open space.



Grab the grenades and retreat back to the wall cover of the previous room. Nazis open up on your position.



You want them to shoot at you for the moment; it will expose their current positions. Lob a grenade at each enemy emplacement. Hopefully you'll kill each Nazi with the grenade toss, but if you don't, you'll flush them out of hiding and can cut them down with machine-gun fire. Proceed down the ramp into the foyer and pick off anything that moves. You will probably encounter at least one Nazi as you cross the foyer, and one will most likely be lying in wait at the top of the stairs on the foyer's far side.

## Steal Vehicle



Climb the carpeted stairs and unload on the Nazi in the top hallway. You'll see the red exit sign straight ahead. Walk slowly toward it and trigger a bullet burst if you spot enemy movement. At least one enemy is positioned inside the room that holds the exit doorway. Lob a grenade in that last room to clear the way, or spray it with machine-gun fire if you're out of explosives.







You're almost free when you see the open door and the vehicle out in the rain. One guard patrols in front of the vehicle, while a second lingers back in the parking lot to your right. Shoot the guard near the vehicle from the doorway. Hug the wall to the right of the stairs and fire on the second guard when you run out of wall cover. As soon as the second guard drops, you can climb in the Sturmwagen.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 8: Out of the Frying Pan...

## Mission Briefing

**Mission Name: Out of the Frying Pan...**
**Mission Type: Evasion**
**Contact: Automatic**
**Start: Doppelsieg**
**Destination: Border checkpoint**
**Weapon of Choice: None**
**Requirements: Sturmwagen**
**Objectives:**

1. Break through the gate
2. Escape Germany

## Break Through the Gate







You've done the easier part: You've escaped the factory. Now you have to escape Germany! To make matters worse, you don't have just the Doppelsieg guards on your heels, you have a full Nazi invasion force. The war has begun, and you're riding right through a German convoy breaking over the border and attacking France. Crash through the main Doppelsieg gate and motor down the road. Follow your GPS route to the border checkpoint as best you can through the gunfire and bomb blasts.

## Escape Germany







Individual Nazis fire at you from the roadside. Ignore them and concentrate on any vehicles that follow you. Shake them by crashing through crates or driving them off the road and into walls. Your escape from Doppelsieg raises a Level 2 Alarm; it has a bigger radius than the Level 1 Alarms you ran into earlier. Accelerate as fast as you can to escape the alarm radius, but not at the expense of running off the road. It's okay if you hit the border with the alarm still active.






After you pass through Saarbrücken, outrace any pursuit to the checkpoint. The Nazis will try to raise the checkpoint drawbridge to trap you on this side, but you'll make the jump to the other side and enter France.

primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 9: ...Into the Fire

## Mission Briefing

**Mission Name: ...Into the Fire**
**Mission Type: Evasion and combat**
**Contact: Automatic**
**Start: German checkpoint**
**Destination: Morini Farm**
**Weapon of Choice: MP44 MG**
**Requirements: None**
**Objectives:**

1. Escape to the Morini Farm
2. Find Vittore
3. Rescue Vittore
4. Talk to Vittore
5. Find Veronique
6. Rescue Veronique
7. Return to Paris

## Escape to the Morini Farm







Continue outrunning the Germans in France. If you speed ahead of the nearest convoy vehicles, you should escape the Level 2 Alarm that sounded at Doppelsieg. When you get close to the Morini Farm, slow down and survey the outskirts of the farm. You want to make sure that no Germans spot you as you enter.

## Find Vittore




Pull out your machine gun and use the parked Nazi truck near the farm entrance as cover. You can either try to sneak to the farm building and delay raising the alarm or go in guns blazing. Several Gestapo agents stand between you and Vittore. Look for the yellow arrow marking his location and use any cover you can find as you get near.

## Rescue Vittore







When you get close to Vittore, you will see his health meter on the screen. The Germans kill him when that health meter drops to zero. Take your time picking off enemies so you can get a shot off at Vittore's Gestapo captor, but if the health meter gets low, you'll have to make a charge at any Germans near Vittore.

## Talk to Vittore




Once you kill the Gestapo agent standing over Vittore, you free your friend. He tells you that Veronique is trapped inside the burning building with more German soldiers.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Find Veronique







Enter the building and avoid enemy fire and the flames burning around you. Kill the German soldier in the first area and then use the burning couch as cover as you pick off Germans in the second area. Hop over the couch when you're ready and use bits of wall, toppled furniture, doorframes, whatever, as cover as you battle the remaining enemies.

## Rescue Veronique





When you reach the final room with Veronique, the closed door blasts open from the fire. Charge in and take out the enemy behind the desk. Two more German soldiers stand over Veronique. Be careful not to shoot her as you mow them down.

## Return to Paris





After the daring rescue, you explain to Veronique and Vittore that Jules didn't make it. Vittore has the fortitude to hold his grief and get everyone moving west toward Paris. Veronique takes you to her parents' nightclub, the Belle, and as the Nazis seize the city, you come full circle to the events in the bar at the start of the Prologue.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Act 1

**In Act 1, Sean begins working for the French Resistance in earnest. After Vittore gets arrested by the Germans, Sean's first mission is to free him from La Villette slaughterhouse. Luc and Sean successfully rescue Vittore and escape a bombing run that strikes the slaughterhouse. Later the Resistance converts La Villette into a secret Resistance base. Luc gets shot in the rescue attempt, and Sean must secure some antibiotics from the Black Market. He speaks to a man named Santos and starts a connection with the Black Market that sends Sean on missions and provides weaponry and cars for his arsenal.**

**Sean meets new Resistance members, including Le Crochet and Father Denis. From breaking into heavily guarded areas to assassinating German informants, Sean performs several missions that rattle the Nazis and get his name noticed. Eventually, he hooks up with Skylar again and meets with a top British Intelligence officer, Bishop. In exchange for information on Dierker, Sean retrieves a mysterious box that the Germans have uncovered in a mausoleum. Bishop thanks Sean by informing him that Dierker plans to board a zeppelin a few minutes away. Sean infiltrates the zeppelin and chases down Dierker. In the struggle, the zeppelin ignites, Dierker parachutes away, and Sean must survive a spectacular crash landing near Le Havre.**






Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

| Mission Number | Mission Name | Contact | Description | Rewards |
|---|---|---|---|---|
| 1 | Slaughterhouse | Luc | Sean rescues Vittore and other captives. Luc shows up but gets injured in the mix. They all hole up in the basement to hide from the bombing. | Disguise HQ unlocked at La Villette |
| 2 | Bottle Shock | Santos | Sean steals a bottle of champagne for Santos, and Santos gives him meds for Luc. | Contraband |
| 3 | The Black Market | Santos | Sean runs more errands for Santos to open up the Black Market. | Black Market unlocked |
| 4 | Grand Theft Limo | Santos | Retrieve a Nazi general's limo for Santos. | Contraband Shop: Garage at the Belle Shop: Garage at La Villette |
| 5 | Thirty Pieces of Lead | Vittore | Kill the traitor who turned in Vittore. | Contraband |
| 6 | Liberty or Death | Luc | Free Le Crochet from the Nazi holding area. | Contraband, Backup Strike |
| 7 | Belly of the Beast | Le Crochet | Send a message to the Nazi who took Le Crochet's hand. | Contraband |
| 8 | Doppelganger | Le Crochet | Assassinate an ambassador who has lookalike decoys. | Contraband |
| 9 | Legio Patria Nostra | Le Crochet | Blow up the Palais Royale. | Contraband |
| 10 | Unforgiven Sins | Father Denis | Assassinate a Nazi informant at Father Denis's mass. | Contraband |
| 11 | Wrath of God | Father Denis | Drive Father Denis to deliver a bomb to a Nazi HQ. | Contraband |
| 12 | Red Wedding | Father Denis | Assassinate a Nazi wedding party without harming any innocents. | Contraband |
| 13 | Special Delivery | Veronique | Drive Veronique to deliver a bomb to a Nazi HQ. | Contraband |
| 14 | Buried Secrets | Skylar | Sean and Skylar recover a mysterious crate that was dug up at the cemetery. | Resistance Fight Back zones |
| 15 | A Trip up the Coast | Skylar | Escort Skylar up the coast to Le Havre. | — |
| 16 | Vive Le Vengeance | Skylar, Bishop | Sean pursues Dierker onto a zeppelin only to have the whole thing catch ablaze. Sean pursues Dierker through the burning zeppelin, but Dierker manages to escape before the whole thing crashes into the harbor. | Contraband |

**NOTE**

**The missions presented in this chapter are ordered in the most practical method for completion. However, many missions can be accepted and finished in any order.**



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 1: Slaughterhouse

## Mission Briefing

**Mission Name: Slaughterhouse**
**Mission Type: Rescue**
**Contact: Luc**
**Start: The Belle**
**Destination: La Villette**
**Weapon of Choice: MP40 SMG**
**Requirements: Disguise**
**Objectives:**

1. Meet Luc upstairs
2. Exit the Belle
3. Take Luc to the canal
4. Meet up with Luc
5. Obtain a disguise
6. Infiltrate La Villette
7. Infiltrate the slaughterhouse
8. Get keys from guard
9. Open prison cell doors
10. Go underground!

## Meet Luc Upstairs




As Act 1 begins, you return to the present after your flashback sequence in Germany. You've taken a rest in your secret room in the Belle, and now Luc would like to meet upstairs for a chat. Head out of your room and up the nearby staircase to find Luc among the crowd.

## Exit the Belle



Luc gives you a mission to break Vittore and Santos out of a Nazi prison built into La Villette's slaughterhouse. When you're ready to begin, exit the Belle. Luc waits for you in the street. He hands you a gun, and it's very important that you conceal it immediately. A Nazi soldier stands nearby and will become suspicious the moment Luc hands you the gun. You only have a few seconds to conceal the weapon before the Nazi sounds the alarm.

## Take Luc to the Canal



Grab a car off the street and drive Luc to the canal district. He'll speak with you when you're within sight of La Villette.

## Meet Up with Luc



Luc explains that you'll need a disguise to break into the facility. He tells you to cross the small bridge to your left and surprise the patrolling guard on the other side. A stealth kill will earn you the Nazi uniform. Do not use a weapon; bloody uniforms are useless as a disguise.

## Obtain a Disguise



Cross the bridge and stay above the Nazi guard on the top level. Wait for him to pass and walk toward the bridge.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Drop behind him quietly and sneak up slowly. Stealthily kill him before he can sound an alarm. Put on his uniform.

## Infiltrate La Villette



At the end opposite of the bridge a sewer tunnel leads into La Villette. A lone Nazi soldier guards the area. You can either stealth kill him (and nab the blue crate next to him) or walk by casually along the far wall. A long ramp brings you up into the La Villette facility.

**TIP**

**Running will attract too much suspicion inside La Villette. Be patient and walk to your objective points.**

**Slaughterhouse mission map**




## Infiltrate the Slaughterhouse



When you top the ramp into the facility, there are Nazis everywhere (location 1 on the map). You will not go undetected, but if you play it cool and avoid multiple Nazi eyes, you can walk right up to the guard holding the cell key inside the slaughterhouse.





Do not walk straight ahead. That's a much more difficult path through Nazi guards. Instead, swing out to your right and head for the open courtyard near the building's corner (location 2). To your left as you walk, several Nazi guards pace back and forth, but you can usually stay clear of their suspicion zone. If you do come under suspicion, walk away from them in the opposite direction until they stop looking at you. Also to your left is a ladder up to the second floor in case you need quick access to the alarm box.





Once you reach the corner safely, walk along the long perimeter to the far corner (location 3). One guard stands at the sealed entrance with the red light overhead. He will definitely notice you, but you have plenty of time to walk by him and avoid suspicion. Just make sure that no patrolling Nazis run into you at the same time. When you get to the next corner, turn to your left and you'll see the entrance into the building.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Get Keys from Guard



Before anyone else notices you, duck into the building. Approximately halfway into the slaughterhouse on the left side, a lone guard holds the cell key (location 4). Walk up to him and perform a stealth kill to grab the key silently. If you have the Sucker Punch perk, you'll have a big advantage because you can approach face to face and still take him out.

## Open Prison Cell Doors



With the key in hand, walk over to the cell on the opposite wall (location 5).

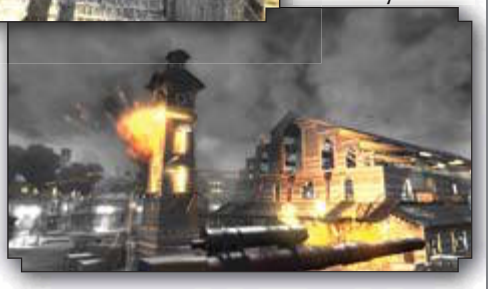


Use the key to open the bars and then speak with Vittore. Luc arrives in poor condition. He's been shot by the Nazis, and he warns that you have no time to escape in a getaway vehicle.

## Go Underground!



Your only chance is to seek refuge in the basement when the bombing begins. Sprint for the cellar door (location 6). Don't waste any time or you'll be caught in the explosion. Once you reach the door, the mission ends in success.





## Hiding Spot



*If you raise the Base Alarm during your rescue attempt, you can either fight your way to the prisoners or find the alarm box on the slaughterhouse second floor to cancel the emergency. The fastest way to the alarm box is to take the ladder on the slaughterhouse wall closest to the sewer access. Hop through the second floor window and race over to shut off the alarm from the box. You can't shut down the alarm if any Nazis see you, so if you have pursuers, stay in the corner and snipe incoming Nazis until there's a break in the action, and then pull the alarm box.*

# Mission 2: Bottle Shock

### Mission Briefing

**Mission Name: Bottle Shock**
**Mission Type: Theft**
**Contact: Santos**
**Start: La Villette**
**Destination: Canal Saint Martin District**
**Weapon of Choice: MP40 SMG**
**Requirements: None**
**Objectives:**

1. Find the bottle
2. Steal the champagne
3. Return champagne to Santos
4. Take the meds to Luc
5. Talk to Veronique

primagames.com



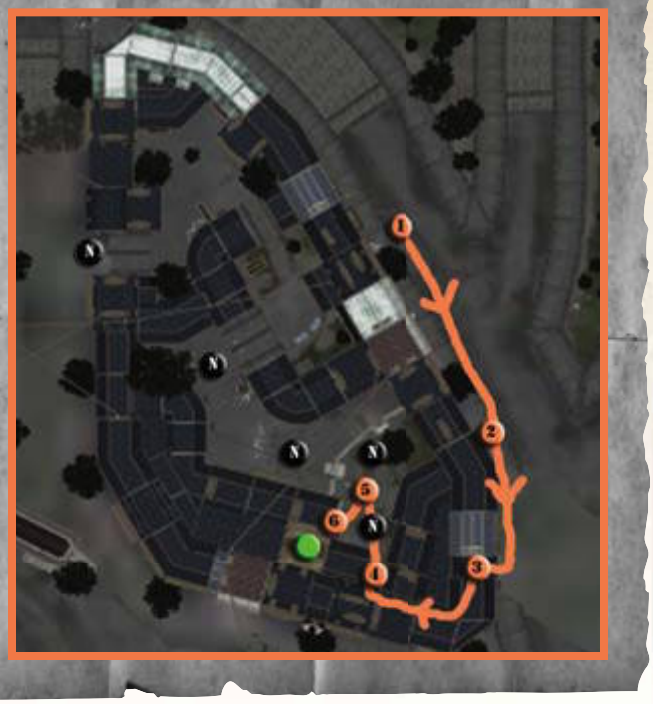
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Find the Bottle




Wounded from your rescue attempt on the slaughterhouse, Luc needs antibiotics for his festering gunshot wound. You speak with Santos, leader of the local Black Market, and he offers to procure the medicine if you'll do him a slight favor: steal back a very valuable champagne bottle. Exit La Villette HQ and hop in the nearest car (you can usually find one outside the southern entrance). Follow the GPS coordinates to your destination.

**Bottle Shock mission map**



## Steal the Champagne




When you arrive in front of the building, an officer and a Gestapo agents watch the front steps (location 1 on the map). Gestapo agents have a wider suspicion zone and will see through any disguise you may be wearing. Exit your car and run back up the street to escape the Gestapo agent's field of vision.




If you don't already have a disguise on, mug any Nazi soldier marching the streets (location 2). It's not vital that you wear one, but it will aid you in stealing the champagne if you want to get out without a shot fired.

Climb the building near the champagne bottle but away from the party and main Nazi gathering (location 3). Survey the situation from up top and plot out where all the Nazis patrol. If anyone spots you up on the roof, duck out of sight or drop down to another rooftop to avoid direct line of sight.










Drop down into the small side alley in sight of the champagne bottle (location 4). Two Gestapo agents guard the champagne. More Nazi soldiers mill about on the level below to your left looking at the champagne bottle. It gets a little dicey here. You can try to shoot the two Gestapo agents from the alley. If you're quick enough and can retreat out of sight before any Nazi spots you, wait for the suspicion to die down and then you can simply walk out and steal the champagne. If the alarm is raised, you still need to drop the two Gestapo agents guarding the champagne.






Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



If you snipe the Gestapo agents unseen, stroll out to pick up the champagne (location 5) after the other Nazis stop looking around the area. Climb up the building wall in the alley and escape over the outer wall. No one will be the wiser.



## Hiding Spot





*If you raise the alarm while retrieving the champagne, don't try to fight your way out. There's a safe hatch on the small roof next to the alley. Climb the wall that you had your back to while peeking out from the alley (location 6 on the map) and slip into the rooftop hatch above. The alarm will cease and when you sneak back out a few moments later, you can escape easily.*

## Return Champagne to Santos

Drive back to La Villette with the champagne bottle. Santos meets you outside with the medicine.



## Take the Meds to Luc



After speaking with Santos, head into the cellar down in La Villette. Luc and Veronique are inside your new HQ.

## Talk to Veronique



Chat up Veronique; she makes sure Luc receives the meds. Another mission is under your belt, and you've made a valuable contact in Santos. Soon you will have the entire Black Market at your disposal.

## Mission 3: The Black Market

### Mission Briefing

**Mission Name: Black Market**
**Mission Type: Sabotage and assassination**
**Contact: Santos**
**Start: Santos's Black Market**
**Destination: Black Market District**
**Weapon of Choice: MP40 SMG**
**Requirements: Dynamite**
**Objectives:**

1. Get explosives at shop
2. Sabotage the tower
3. Kill the Nazi general
4. Destroy the armored car
5. Escape the Nazis
6. Return to Santos



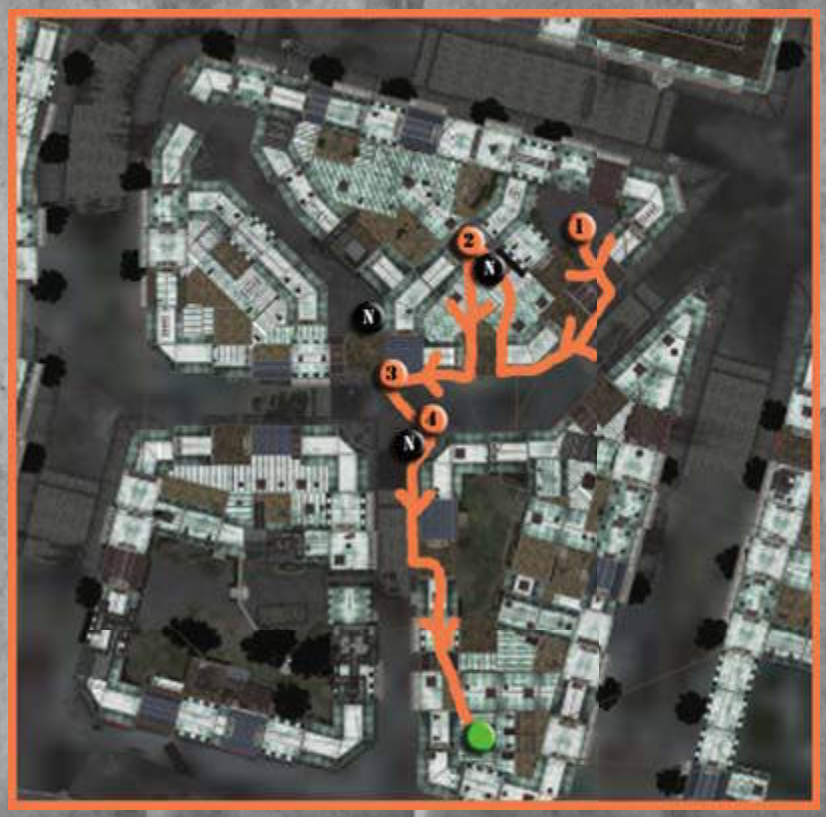
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Get Explosives at Shop



After things quiet down at La Villette, seek out Santos in his Black Market alley opposite the Belle (location 1 on the map). Speak with Santos and he'll offer you the services of the Black Market if you do a few quick deeds for him.

**Black Market mission map**




## The Black Market




**After you befriend Santos, the Black Market is your one-stop shopping place for weapons, demolitions, upgrades, and other items that will take down the establishment. Contraband can be traded for Black Market pistols, machine guns, shotguns/rifles, special weapons, ammo, maps, and upgrades. Once you purchase an item, it can be equipped at any Black Market dealer for free. Remember to select two weapons and buy up ammo to full before you leave for a mission.**

## Sabotage the Tower



The first task is to blow up a Nazi tower (location 2). You won't have to travel far: The tower sits up on the rooftops above the Black Market. Climb up the nearby wall and scan for the tower. Position yourself directly under the tower and select Sabotage mode. Make sure the sabotage arrows turn yellow for good placement and then light the fuse of your dynamite. Get off the roof (without falling) as quickly as you can to avoid suspicion.



## Kill the Nazi General

You probably won't raise the alarm when you sabotage the tower. You probably will when you complete the next objective. Santos asks you to assassinate the general the next street over. Drop down into the street and sneak up to the street corner near the general (location 3). Whip around the corner and gun down the general. If you can kill his bodyguards in the process so much the better.







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Destroy the Armored Car



Turn around and sprint across the street to the armored car behind you (location 4). Bullets may be flying at this point, but you can't miss the opportunity to take out the third and final objective. Squat down between the armored car and the building (which offers more cover than the open street) and plant your dynamite.

## Escape the Nazis



Sprint away from the armored car and down the street to the south. You will avoid the explosion and be pointed in the correct direction for the hiding spot should you need it. Unless you are a stealth expert, a Level 1 Alarm will be on by this point and you'll need to escape any nearby Nazis.

### Hiding Spot





*You are going to raise an alarm on this mission somewhere along the line. You may blow the tower sky high without a Nazi spotting you, but it's doubtful you'll assassinate the general and his bodyguards without reinforcements arriving. Luckily, there's a rooftop shack on the south end of the building where the armored car is parked. When the heat is on, race down the street and vault up the building face to reach safety. If you can't get in the shack, snipe the nearby Nazi tower guard so no one sees you enter.*

## Return to Santos



When you finally lose the Nazis, return to Santos in the Black Market alley. Black Market dealers across the city will now be open for you to visit. Complete missions and smash open blue crates for extra contraband. You can also hit various freeplay targets for contraband: Nazi guard towers, searchlights, AA guns, fuel stations, radar antennae, propaganda speakers—or you can just kill high-ranking Nazi officials.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 4: Grand Theft Limo

## Mission Briefing

**Mission Name: Grand Theft Limo**
**Mission Type: Theft**
**Contact: Santos**
**Start: Santos's Black Market**
**Destination: General Lutz's manor**
**Weapon of Choice: MP44 MG**
**Requirements: None**
**Objectives:**

1. Find Lutz's car
2. Steal Lutz's car
3. Escape the Nazis
4. Take car to the garage

**Grand Theft Limo mission map**




## Find Lutz's Car



Santos's next mission involves stealing a limo from General Lutz, a Nazi official who spurned Santos's offer to sell him a car previously. It's a short run up the street from the Belle. You'll find two guards at the locked front gates. It's impossible to get in that way; you have to go up and over.

## Steal Lutz's Car

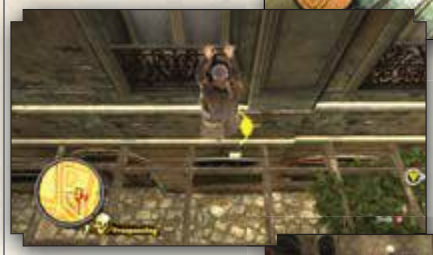




Head down the street out of sight from the gate guards (location 1 on the map) and scale the wall. Up on the rooftops, you can get a good look at the general's troops on maneuvers in the courtyard below. Note that the large group of soldiers fires at targets in the open courtyard, while another Nazi paces back and forth between the main building and the front gate. Carefully drop down and climb up on the main building's green roof without being noticed.



Climb over the stone divider to reach the opposite side of the roof. You can't access the car from the left side; barbed wire prevents you from jumping straight down. On the right side, there is no barbed wire and you can drop right down next to the limo below.





## Escape the Nazis





Trespassing will be the least of your worries if you don't get out of there fast. Jump in the limo and hit the accelerator. It's a straight shot through the front gate and out onto the street.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Escape Route



*You will sound the alarm at the manor. It's only a small Base Alarm, so hang a left outside on the main street and put pedal to the metal. You can outrun the alarm perimeter quickly and your escape route takes you racing by the Belle. When you ditch the Nazis, turn around and retrace your route back to the Belle and then on to La Villette.*

## Take Car to the Garage



Back at La Villette, Santos thanks you for the stolen limo. You now unlock garages at La Villette and the Belle for future use.

## The Garage



**When you complete the "Grand Theft Limo" mission for Santos, you open up Black Market garages at La Villette and the Belle. If you jack a vehicle, you can park it inside a garage and store it for later use. When a vehicle gets banged up, you can also repair it in the garage or upgrade it with assets such as thicker armor. Collect as many vehicles as you can to unlock your Mechanics perks in the following vehicle types: civilian cars, race cars, military vehicles, and tanks/APCs.**

# Mission 5: Thirty Pieces of Lead

### Mission Briefing

**Mission Name: Thirty Pieces of Lead**
**Mission Type: Assassination**
**Contact: Vittore**
**Start: The Belle**
**Destination: Montmartre**
**Weapon of Choice: MP44 MG**
**Requirements: None**
**Objectives:**

1. Find General Kleib
2. Tail General Kleib
3. Kill the traitor

## Find General Kleib




Back at the Belle, Vittore has found out that the informant who ratted him out to the Nazis is planning to meet with a Nazi general for his payment. He asks you to give this snitch what he really deserves. Leave the Belle and run up the street to the Montmartre plaza where General Kleib is soliciting a woman before meeting the informant.

## Tail General Kleib



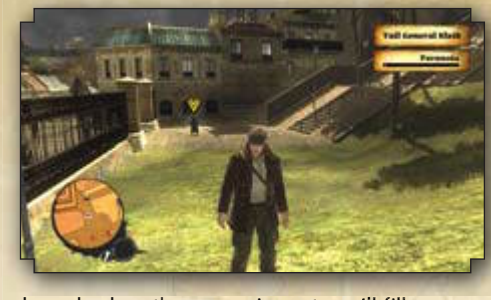
Enter the plaza, but don't get too close to the general. While you tail him, he has a paranoia meter. If it fills up, you fail the



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



mission. Stay in sight range as far back as you can without losing him. General Kleib will exit via the small cobblestone walkway next to the large spiral staircase.



Follow Kleib down the grass slope. He stops at the end, before he turns into the nearby street, and scans for anything suspicious. You must hang back or the paranoia meter will fill up very quickly. Stay at the top of the slope until you see the general start walking again.



Tail Kleib into the street and stop at the first corner on your right. You should see the general down the street; he stops next to the alley on the left. Once again he scans for anything suspicious. If you're safe around the corner, he won't spot you.





Enter the alley and track Kleib into the courtyard. On the other side of the fountain, he meets up with the informant.



## Kill the Traitor



Once General Kleib meets the informant, the paranoia meter disappears. Wait for the general to pay the snitch and leave so you don't set off any alarms.



The informant passes by you on his walk to the street. Sneak up behind him and perform a stealth kill to complete the mission. If the general has left, there should be no other Nazis around to see you execute the traitor.





## Escape Route



*f you act stealthily, you should not raise the alarm on this mission. However, in the event that you do, sprint out to the street and grab the first car you see. It doesn't matter which direction it's pointing; jump in and hit the gas. The faster you speed away from the murder scene, the quicker you'll be out of the alarm radius.*

primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 6: Liberty or Death

## Mission Briefing

**Mission Name: Liberty or Death**
**Mission Type: Rescue**
**Contact: Luc**
**Start: La Villette**
**Destination: Jail near Île de la Cité**
**Weapon of Choice: MP44 MG**
**Requirements: None**
**Objectives:**

1. Go to the holding cells
2. Unlock Crochet's cage
3. Unlock the three other cages
4. Escape the Nazis

## Go to the Holding Cells




In La Villette, Luc fills you in on the latest Resistance problem: A few men have been taken captive in a jail near the Île de la Cité. Their leader, Le Crochet, is an important member of the Resistance (and a future contact for you), so you need to free him. Hop in a vehicle and follow your GPS to the location.

## Unlock Crochet's Cage



Begin north of the prison encampment (location 1 on the map). Three Nazis are in the area; one patrols while the other two watch the area from sandbag bunkers, but these two are out of the sight range of the interior prison guards. Wait till both of their backs are turned to you and stealth kill one at a time.

**Pole Position map**
**Saarbrücken Racetrack**




Steal one of the uniforms as a disguise to infiltrate the prison further. You've also cleared out an escape route should you want to run from the prison area later on.






Approach the prison area slowly and watch the guards' patrol patterns. Wait until you have an opening and then slip into the compound and proceed to the center dais (location 2). The guards circle this area, and you will run into fewer suspicion zones if you stay in the middle and stay alert.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Line up in front of Le Crochet's cage and wait for your opportunity. One Nazi stands near the cage, while a Gestapo agent walks back and forth in front of the cage. Wait until the Gestapo agent walks to his farthest point away from Le Crochet and for the nearer Nazi to turn his back, then sprint to Le Crochet's door and unlock it (location 3).

## Unlock the Three Other Cages

The alarm will go up soon. Ignore it and sprint to Le Crochet's allies' cages (clockwise to locations 4, 5, and 6). Run to each one in a circle around the prison area amidst the gunfire. You may take a few hits, but you'll free your Resistance friends. They will escape and leave you to deal with the remaining Nazis.





## Escape the Nazis





After you release all the Resistance members, it's time to fight or flee. If you choose to flee, run north to the sandbags where you killed the two staionary Nazis. Look for cover in a side street or hop in a car to race away from the prison. If you choose to fight, see the "Hiding Spot" note.

### Hiding Spot



*If you choose to fight, find a large crate, bench, or other obstruction to use as cover. Return fire on any Nazi who gets close. There are two alarm boxes inside the prison area and another outside the area near the sandbag guards to the north. Kill all the Nazis in the area and pull the nearest alarm box as soon as it becomes available.*

# Mission 7: Belly of the Beast

### Mission Briefing

**Mission Name: Belly of the Beast**
**Mission Type: Assassination**
**Contact: Le Crochet**
**Start: La Villette**
**Destination: The Red Light District**
**Weapon of Choice: MP44 MG**
**Requirements: Disguise**
**Objectives:**

1. Go to the Red Light District
2. Deliver the message to Gower
3. Kill Colonel Gower
4. Escape the Nazis

## Go to the Red Light District



Because you saved Le Crochet the mission before, you now have a new Resistance contact at La Villette. Speak to him after you've prepped your equipment at the Black Market dealer.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Le Crochet wants revenge on the Nazi who cut off his hand. He has information that this Nazi, Colonel Gower, prowls the Red Light District in search of prostitutes. Your mission is to assassinate the colonel when he's least expecting it. Hop in a vehicle and follow the GPS to the Red Light District west of La Villette.

## Deliver the Message to Gower



There are a number of problems once you reach the Red Light District. First, Gestapo agents swarm the area, including three at the front gate leading into the district. You won't get in that way. Second, Colonel Gower travels with three bodyguards. They will protect him at all costs. Third, you can't just shoot the colonel; Le Crochet wants him to know who has ended his life, so you need to get up close to the colonel to deliver Le Crochet's message.

Walk back up the street away from the Gestapo agents and hunt for a lone Nazi on patrol. Stealth kill the Nazi out of sight of other Nazis and steal his uniform. Wearing your disguise, go around the corner to the side street that leads into the Red Light District. It's still guarded, but only by regular Nazis, whom you can slip by in disguise.







Locate the colonel (look for the floating yellow arrow over his head) and his bodyguards. Follow them discreetly from a distance without entering any Nazis' suspicion zones.



Eventually, the lusty colonel will leave his men to proposition a prostitute. Now's your chance! Pull out your machine gun and unload on the three bodyguards, who usually stand together talking as a group. You can also toss a grenade at their feet, so long as you know you won't catch Colonel Gower in the blast. You have only a second or two to take down all the bodyguards.



## Kill Colonel Gower



Once the bodyguards are dead, run up to Colonel Gower and deliver Le Crochet's message. As soon as you get the new objective to kill the colonel, shoot or beat him to death. Le Crochet has had his revenge.

## Escape the Nazis



A Base Alarm goes up as soon as the shooting starts. After you take out the colonel, return fire on any nearby Nazis and decide to escape or search for a hiding spot. If a vehicle is in reach, driving out of the alarm radius is a good idea.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Hiding Spot



*In case you don't find a vehicle, there are several hiding spots in the area. Take to the rooftops. You'll lose the ground Nazis and vehicles this way, and you'll only have to contend with Nazi snipers in towers. Once you clear the area of Nazi eyes, duck into a hiding spot roof hatch and disappear off the Nazis' radar.*

# Mission 8: Doppelganger

### Mission Briefing

**Mission Name: Doppelganger**
**Mission Type: Assassination**
**Contact: Le Crochet**
**Start: Les Halles**
**Destination: Place des Vosges**
**Weapon of Choice: Carbine rifle**
**Requirements: Sniper rifle**
**Objectives:**

1. Meet Legion contact
2. Go to Place des Vosges
3. Reach the vantage point
4. Kill the…ambassadors?
5. Kill the ambassador
6. Escape the Nazis

## Meet Legion Contact





For your second Le Crochet mission, you meet him at a new location: Les Halles station. Jack a car and follow the GPS route to find him. He wants you to assassinate an ambassador to cause some headaches for the Nazis. First, though, you need some long-range weaponry. He sends you to meet Katz, a fellow Resistance member with a gift: a new carbine rifle. You can find Katz at an abandoned shack outside of Bercy.

## Go to Place des Vosges




Hop back in your car and follow your GPS to the Place des Vosges. Once you park in the general area, look to the rooftops for your sniper point.

## Reach the Vantage Point

Find the building encircling the Place's park. Climb up to the building next to the Place and use the wire to climb across to the top of the Place. Watch out for the Nazi guard towers. Set up position with your sniper rifle so you have a clean shot into the middle of the plaza.









Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Kill the...Ambassadors?



You have multiple look-alike targets, each with a red arrow over his head. Aim for the one closest to the fountain.

## Kill the Ambassador

If you kill the ambassador with your first shot—nice shot. If not, don't panic. You will immediately see the fakes draw weapons





and look around to return fire. The real ambassador stands startled for a few seconds and then runs for cover. Shoot at the one who runs. As long as you snipe him before he reaches the edge of the park, you can still complete the mission.

## Escape the Nazis



The alarm sounds after the shooting begins. If you haven't dealt with the Place des Vosges guard towers, you will come under fire. Forget about the Nazi returning fire from the courtyard and head the opposite direction.

## Hiding Spot



*After the shooting starts, head for the northwest corner of the Place. On the intersecting streets outside the Place, a sewer cover acts as a hiding spot. So long as you've cleared any Nazis tracking you, the sewer acts as the perfect spot to drop out of sight and escape the Nazi alarm.*

# Mission 9: Legio Patria Nostra

### Mission Briefing

**Mission Name: Legio Patria Nostra**
**Mission Type: Sabotage**
**Contact: Le Crochet**
**Start: Les Halles**
**Destination: Palais Royale**
**Weapon of Choice: Scoped Steiner**
**Requirements: Dynamite**
**Objectives:**

1. Go to Palais Royale
2. Destroy Palais Royale

## Go to Palais Royale

A zeppelin is docking at the Palais Royale for supplies, and Le Crochet sends you to blow the whole place to smithereens and hamper the Nazi plans. As usual, jump in a car and follow your GPS route. It will take you to the Palais Royale entrance.







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Destroy Palais Royale





You can't just waltz into the restricted area. Look for the one or two Nazi guards on the perimeter and stealth kill one for his uniform. With a disguise you can walk right past the guards at the entrance and begin your sabotage preparation.





As you enter, turn right and walk toward the nearby shed. This will be your base of operations. It serves as excellent cover if you sound the alarm and need to fight back against bullets from multiple angles. The shack also holds some extra ammunition and demolitions in crates.





There are multiple targets around the Palais: zeppelins, fuel tanks, even a rocket. It will take a long time to steal through the whole area and detonate each target one by one. Take your time, make sure you plant your dynamite



without anyone seeing, and high-tail it out of the area so you don't get caught in a suspicion zone.



You can't blow the smaller zeppelins up with dynamite, but they are filled with hydrogen gas.



Just aim your machine gun up at a blimp and trigger a few bursts until it ignites.





When the alarm goes up, don't try to plant any more explosives until you clear up the area of hostile gunfire. If you don't, you can easily get caught in a deadly crossfire. Take down any Nazis out in the open, especially if you can shoot at a nearby explosive drum and consume multiple Nazis with your makeshift grenade. Break out the sniper rifle to zoom in on the Palais towers and eliminate the guards and their long-range shots.

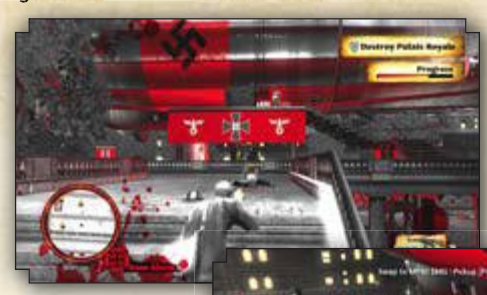


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Once the fighting dies out inside the Palais and you don't see any red dots on your mini-map, or only a few on the far side of the Palais, return to Sabotage mode and destroy the remaining secondary targets on the complex grounds.





The primary target, the supply zeppelin, will be your final objective. It's heavily guarded, so approach the stairs with caution and don't advance until you kill any guards on the stairs from your chosen cover spot. The pillar along the Palais's outer wall works well for cover fire on the stairs. Once the Nazis guarding the zeppelin are out of the picture, climb to the top and plant your dynamite on the pile of explosive supplies. The resulting explosion will finish off the zeppelin.





If you've slain all the Nazis inside the Palais, you should have a straight run out to the street from the original entrance. You will probably only have to deal with any Nazis on the perimeter that become aware of your presence.



## Hiding Spot



*Should the Nazis be in hot pursuit, there's a hiding spot at the corner near where you originally parked. Race out of the entrance and veer left to the building straight ahead across the intersection. Climb the building face and look for the hiding spot shack on the opposite side. Drop to the lower roof and enter the shack for safety.*

# Mission 10: Unforgiven Sins

### Mission Briefing

**Mission Name: Unforgiven Sins**
**Mission Type: Assassination**
**Contact: Father Denis**
**Start: The Belle**
**Destination: St. Eustache Church**
**Weapon of Choice: Scoped Steiner**
**Requirements: Sniper Rifle**
**Objectives:**

1. Go to St. Eustache Church
2. Sneak to the vantage point
3. Watch for Denis's signal
4. Kill the target
5. Escape Nazi retribution

## Go to St. Eustache Church



After your romp at the Palais Royale take a drive back to your old stomping grounds at the Belle. Father Denis waits for you on the bench near the entrance. The man of the cloth has given up his devoutness for some retribution on the side of the Resistance.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Act 1



During his time as a priest, Denis heard confessions from a Nazi informant who has gotten innocent people killed. Denis wants you to put an end to his lies. Permanently. Jump in a car and follow the GPS route to Father Denis's St. Eustache Church.

## Sneak to the Vantage Point





Look for scaffolding on the outside of the church. That's your ticket to climbing the otherwise unscalable lower portion of the building.





You arrive on a large balcony patrolled by a single Nazi on the far end. Use the pillars as cover and sneak up behind the Nazi for a stealth kill. Put on his disguise if you like, to help blend in with the scene.





Climb the scaffolding behind the Nazi guard to the next ledge.



Round the ledges and planks carefully until you reach the marked vantage point looking down on the mass below.

## Watch for Denis's Signal



Break out your sniper rifle and zoom in on Father Denis's mass below. Sets of patrons will walk up to the stairs as Father Denis delivers his sermon. Your target is in the third set, and the information will flag red when Father Denis gives the signal.



## Kill the Target



Track the informant as he bends his knee to the pulpit. Your best chance to plug him is when he stands again. Otherwise, he walks down the stairs and becomes a moving target. If you miss with your first shot, he will run and present a more difficult target. If he disappears out of range, the mission ends and you lose your opportunity for the kill.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Escape Nazi Retribution



After you kill the informant, any Nazis in the area will hunt for you and return fire. Duck for cover and retrace your steps to the opposite side of the building. You can either escape down in the streets below or pull the alarm box on the church balcony.

### Hiding Spot





*The easiest way to escape the Nazis at the church is to pull the alarm box on the balcony. It rests on the opposite side from the vantage point sniping spot. Navigate the ledges and drop down on the far side away from the alarm box and its lone Nazi guard. Snipe the guard from across the balcony, walk up to the box, and shut down the alarm.*

# Mission 11: Wrath of God

### Mission Briefing

**Mission Name: Wrath of God**
**Mission Type: Transportation**
**Contact: Father Denis**
**Start: Montmartre cathedral**
**Destination: Belleville embassy**
**Weapon of Choice: None**
**Requirements: Car**
**Objectives:**

1. Get in a car and pick up Denis
2. Bring Denis to the embassy
3. Drop off Denis by the embassy
4. Prepare to escape
5. Pick up Denis
6. Escape the Nazis
7. Drop off Denis

## Get in a Car and Pick Up Denis







For your second Father Denis mission, he moves locations to the cathedral to the north of Montmartre. Check your map for the exact location. He asks if you will be his wheelman and drive him to deliver a bomb to a German embassy. Exit the cathedral (careful not to attract the attention of the general standing in the middle of the cathedral) and grab a car to pick up Father Denis in.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Bring Denis to the Embassy



Follow your GPS route to the embassy in Belleville.



Nazi soldiers patrol all around the entrance, so drive slowly to avoid attention.

## Drop Off Denis by the Embassy




Pull into the embassy courtyard and drop off Father Denis. He walks inside to deliver the package.

## Prepare to Escape




While Father Denis drops off the bomb, pull the car around and point it toward the entrance arch. You will need to escape in a hurry when the bomb goes off.

## Pick Up Denis



Denis exits the building and climbs in the car. After the bomb explodes accelerate through the arch and hang a sharp left back onto the street.



## Escape the Nazis

The streets around the embassy are full of twists and turns. Check your mini-map for incoming Nazi vehicles and ditch them on the side streets.



## Drop Off Denis

After you escape, follow your new GPS route and drop off Denis on the street. He bids you farewell as you accomplish the mission.





### Escape Route



*When you need to lose the Nazis around the embassy, use the side streets to keep out of sight of the pursuing vehicles. If you can get to a longer straightaway, head north toward La Villette. With a Level 1 Alarm, you can easily outrace your pursuers and end the chase before you reach HQ.*

primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 12: Red Wedding

## Mission Briefing

**Mission Name: Red Wedding**
**Mission Type: Assassination**
**Contact: Father Denis**
**Start: Montmartre cathedral**
**Destination: Parc des Buttes Chaumont**
**Weapon of Choice: MP44 MG**
**Requirements: None**
**Objectives:**

1. Go to the wedding location
2. Cross the bridge
3. Choose a hiding spot
4. Kill the Nazis
5. Escape Nazi retribution!

**Red Wedding mission map**



## Go to the Wedding Location



For Father Denis's final mission, he needs you to assassinate a German officer and his Nazi wedding party while he officiates the wedding. It'll be tricky; you can't have a single innocent person die in the shooting. When you're fully equipped, jump in a car and follow your GPS route to the Parc des Buttes Chaumont.

## Cross the Bridge

After you arrive, turn to your right and cross the bridge to the island park area. There should be no Nazis around; it's literally a walk in the park.



## Choose a Hiding Spot

On the far side of the bridge, turn right and travel up the short hill. There are three hiding spots to choose from on the side. Scout them out to see which angle you like best for your ambush on the wedding party. Tomorrow's wedding takes place near the pavilion.







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Kill the Nazis



Wait for the next day and listen to Father Denis's sermon. He will give you a voice cue to attack (or you can watch your objective change). Bust out of your hiding spot and charge the seated Nazis with your machine gun ready.



Six Nazi soldiers sit in chairs off to the left of the pavilion where the Nazi officer stands up on the stage with his bride and Father Denis. Unload on the six Nazis first. With a surprise attack, you should be able to spray the crowd and remove them before they can return fire.

**TIP**

**Even if you don't surprise all the Nazis, get their attention so they open fire on you. If a single innocent dies, the mission ends in failure, but you can take a bullet or two and still come out on top.**



The Nazi officer should be the only one remaining. Line him up in your crosshairs and take him down quickly before he kills anyone.

## Escape Nazi Retribution!



The Nazis aren't too happy about the assassination. A troop transport pulls up on the bridge and Nazi reinforcements arrive. You're seemingly trapped while Father Denis yells for you to escape. You can try and fight back to the car, but there's a much easier way to avoid the Nazis: jump. Take a running leap and spring off the island. Surrounded by water, you'll splash down without a scratch and avoid a firefight.

**ACT 1**





### Escape Route



*Once you leap off the island hosting the wedding, swim across the moat and pull yourself up on the far side. Sprint across the park grounds and keep running until you outdistance the Level 2 Alarm. If you avoid the roads, the Nazis will lose you quickly.*



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 13: Special Delivery

## Mission Briefing

**Mission Name: Special Delivery**
**Mission Type: Transportation**
**Contact: Veronique**
**Start: La Villette**
**Destination: Nazi HQ opposite Palais Royale**
**Weapon of Choice: None**
**Requirements: Vehicle**
**Objectives:**

1. Get in a car and pick up Veronique
2. Pick up the package
3. Wait for Veronique and pick her up
4. Deliver Veronique's package
5. Wait for Veronique and pick her up
6. Escape the Nazis
7. Bring Veronique to La Villette
8. Have words with Luc

## Get in a Car and Pick Up Veronique



Back at La Villette, Veronique asks you to drive her to deliver a package. Hop in a car outside of La Villette, whether it's from the garage on the premises or on the south side streets.

## Pick Up the Package



Follow the GPS to the package location. Veronique talks to you a little about Luc's background.

## Wait for Veronique and Pick Her Up



Drop Veronique off in the street and wait. Several seconds later, she returns with the package.

## Deliver Veronique's Package



Follow the GPS again to the Nazi HQ opposite the Palais Royale. Let Veronique out and she talks her way through the Nazi guards out front.

## Wait for Veronique and Pick Her Up





It turns out that the package Veronique delivers isn't a box of sweets but an actual bomb. It explodes and sends the whole area into a Level 1 Alarm.

## Escape the Nazis



Hit the accelerator and blaze up the street. You may be able to outrun the alarm by simply heading straight.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Escape Route



*When the alarm sounds, drive north. You can either try to beat the alarm with a straight shot up to the north part of town or turn to the west and try to lose pursuit in and around the Belle.*

## Bring Veronique to La Villette



After you ditch the Nazis, return to La Villette. You rip into Veronique and let her know how angry you are that Luc has allowed her into all this nasty business.

## Have Words with Luc




Descend to the La Villette HQ and give Luc a piece of your mind. You tell him you want Veronique kept out of the dangerous Resistance work, but that's not going to happen.

ACT 1

# Mission 14: Buried Secrets

### Mission Briefing

**Mission Name: Buried Secrets**
**Mission Type: Theft**
**Contact: Skylar, Bishop**
**Start: Le Havre**
**Destination: Cimetière du Père Lachaise**
**Weapon of Choice: MP44 MG**
**Requirements: None**
**Objectives:**

1. Meet with Skylar
2. Investigate the mausoleum
3. Enter the mausoleum
4. Go underground
5. Go deeper into the crypt
6. Kill the Nazis in the crypt
7. Approach the box
8. Get in the truck
9. Exit the cemetery
10. Go to the ambush spot
11. Kill the Nazis
12. Get in the truck
13. Deliver the box

## Meet with Skylar







For your last set of missions in Act 1, meet with Skylar up in Le Havre. Grab a car and follow your GPS route to the Hotel de Le Havre. Skylar greets you with a drink, which happens to be drugged, and when you return to consciousness Skylar has brought you to meet with her British Intelligence contact, Bishop. The Brits want you to steal a mysterious artifact that the Nazis have dug up in the Cimetière du Père Lachaise.

primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

**Buried Secrets mission map**










## Investigate the Mausoleum





Drive to the Cimetière du Père Lachaise with the help of your GPS route. Skylar awaits outside a hole in the outer cemetery wall and fills you in on the rest of your mission (location 1 on the map). The goal is to slip in undetected, grab the box with the mysterious artifact, and escape back to HQ with the box. While you get the box, Skylar looks for a getaway vehicle. Enter the cemetery grounds via the hole behind Skylar after you obtain a disguise from any nearby Nazi outside the cemetery.

As you enter, watch out for the Nazis patrolling directly in front of you. Stay behind the smaller mausoleums and hike up to the left, hugging the outer wall. When you spot the yellow glow by the ornate statue, slip up the stairs to the next level by the statue (location 2).



Face the wall to the east and climb up. You can either jump up on one of the small mausoleum rooftops or grab hold of low-hanging ivy to pull yourself up. Do the same again on the next wall to reach one level higher (location 3).





primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Enter the Mausoleum





Climb the next wall and you're getting closer to the big mausoleum at the top (location 4). Watch for the Nazi guard that patrols along the path 10 feet in front of you. If you run into a Nazi, walk the opposite direction and try to get on his back side so he can't see you for long.

Leap the next wall and you've made it to the top level (location 5). You should come up on the mausoleum's side, among gravestones where no Nazis patrol. If you advance a few steps forward and look to your right, you will spot a parked Nazi Sturmwagen near the mausoleum front steps.









Walk over to the Sturmwagen parked outside the mausoleum (location 6). Two Nazis talk inside the vehicle. Plant dynamite on the rear trunk and retreat back to where you started so you're out of any possible suspicion zone.







There will be mass confusion after the explosion and lots of angry Nazis. Their attention will be drawn to the explosion. While they focus on that spot, circle around behind the mausoleum (avoiding any Nazis who may still be holding their ground) and walk around to the opposite side of the building. There should be no Nazis here if you've successfully drawn their attention to the torched vehicle. Approach the mausoleum and hug the wall as you climb up the stairs. If there are any guards scanning for enemies, slip behind them and press yourself up against the front step pillars.

## Go Underground





It's very difficult not to raise the alarm here. A general and several Nazis guard the mausoleum interior. If they see you in this restricted zone, they will blow the alarm. However, you only need to reach a ladder 20 feet away (location 7). Rather than fight it out, make a run for the ladder. Be sure to hop over the stone lip around the hole the ladder descends into. Even if you end up jumping straight down into the hole, you'll be fine; it's not that far of a drop, and you'll escape any Nazi gunfire up top.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Go Deeper into the Crypt



Follow the caverns down deeper into the crypt. There are no Nazis for the first few turns;



just keep glancing around the corners to avoid detection. When you hear Nazi voices, stop and peek around the next corner. You'll see a longer corridor leading down to the bottom chamber where the Nazis hold the mysterious box.

## Kill the Nazis in the Crypt



Stay at your corner and line up your first shot on one of the guarding Nazis. Plug him and then try to pick off a



second Nazi before they know what hit them. When more gather to return fire, toss a grenade or two to clear the area again.



Once return fire lessens, inch up on the chamber and use the final arch as cover as you shoot at Nazis to either side through the



chamber's pillars. Don't advance into the chamber until you know where any remaining Nazis stand. If you have to move to get a better angle, continue to use the stone pillars as cover. You don't want any Nazis to have a clear shot at you unless you have a better shot at them first.

**CAUTION**

**Beware the Nazi armed with a flamethrower. If you catch on fire, you will die very quickly. Aim for the flamethrower tanks to take the flame-happy Nazi with a single shot.**

## Approach the Box



When all the Nazi defenders are dead, you can approach the box. You open it and take a peek before Skylar shows up. She warns you to forget what you saw or else it could be trouble with her superiors later on. Together you go topside.



## Get in the Truck




Skylar has secured a Nazi Bauer for you (location 8). Hop in the truck and follow the cobblestone road that swings out and parallels the outer wall down to the main gates.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Exit the Cemetery



The truck has limited health; as a result, you can't take it slow. Step on the accelerator and hug the turns as best you can. If you swing wide and run over a few Nazis, it's less return fire as you fly by them.



Continue down the road to the main gates (location 9). Don't stop at the gates. Smash through them at full speed and head straight into the streets of Paris.



## Go to the Ambush Spot



Follow your GPS route with the Nazis in hot pursuit. You won't shake them this time. Instead, the Resistance has an ambush spot selected to fight back against the Nazis. Drive straight for it.

## Kill the Nazis



Leave the Bauer at the ambush spot and kill as many Nazis as you can. The main Nazi force will attack from the street to your left, though some may arrive on the street to your right, and you may even see a Nazi exit from the door in the building that divides the two streets. Use whatever cover you can as you lob grenades and trigger automatic gunfire at the incoming Nazis.





Help Skylar as you both work toward the stone blocks in the street. This spot provides excellent cover and you can mow down any remaining Nazis from a superior position.



## Get in the Truck



When you kill the last Nazi and win the Fight Back zone, jump back in the Bauer with Skylar. Follow your GPS coordinates.

# Mission 15: A Trip up the Coast

### Mission Briefing

**Mission Name: A Trip up the Coast**
**Mission Type: Transportation**
**Contact: Skylar**
**Start: The Belle**
**Destination: Le Havre**
**Weapon of Choice: None**
**Requirements: Vehicle**
**Objectives:**

1. Exit the Belle
2. Get in the car
3. Drive to Le Havre with Skylar



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Exit the Belle





You may not have an easier mission in the game, so enjoy the peace and quiet while it lasts. Return to the Belle and speak with Skylar, who hangs out on your bed. There's no time for extracurricular activities; she needs a ride back up to Le Havre. Exit the Belle.

## Get in the Car



Head out to the garage behind the Belle. Get in Skylar's car and wait for her to join you.

## Drive to Le Havre with Skylar



Follow the GPS route up to Le Havre's church HQ. Don't run over any Nazis on the trip and take it slow at any checkpoints. Back in Le Havre you're about to set out on your final mission for Act 1.



## Deliver the Box



Deliver the box to Bishop. After you swear to him that you didn't look in the box, he releases you and you now have a new ally in the movement against the Nazi regime.

# Mission 16: Vive Le Vengeance

### Mission Briefing

**Mission Name: Vive Le Vengeance**
**Mission Type: Evasion**
**Contact: Bishop**
**Start: Le Havre**
**Destination: The Citadel**
**Weapon of Choice: MP44 MG**
**Requirements: Disguise, dynamite**
**Objectives:**

1. Exit Le Havre HQ
2. Get stolen truck
3. Enter the Citadel
4. Get past gate
5. Climb tower
6. Descend stairs
7. Board zeppelin
8. Search cockpit
9. Enter zeppelin hull
10. Get Dierker



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Exit Le Havre HQ




After you speak with Bishop about the "Buried Secrets" box, exit Le Havre HQ. Double-check with the Black Market weapons dealer at the entrance if you need to resupply.

## Get Stolen Truck

Skylar tells you about a stolen German supply truck in Le Havre. It's a short distance from the church. Run down into town and climb aboard the stolen vehicle. Follow your GPS coordinates up to the Citadel.





## Enter the Citadel

Drive slowly. You'll pass many Nazis and may have to wait for other supply trucks to enter the base in front of you. At the checkpoint, wait patiently as the Nazis check your papers. They will not stop you if you play it cool.







Cross the bridge and pull up short of the Citadel's main gate (location 1 on the map). It's locked and will require some demolition work to enter.





Wait for the outside guards to fan out on their patrols, then plant dynamite on the front gate (location 2). Back up to where you parked the truck so that when it blows no Nazis will become suspicious of you.

**Vive Le Vengeance mission map**






Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Once the Nazis return to normal alertness, walk past the two outside guards and enter the Citadel (location 3).

**TIP**

**Each time a Nazi becomes suspicious of you, immediately move away from that Nazi and break line of sight if you can. Once your suspicion meter goes white, you're safe for the moment, so stand still and wait for it to completely disappear before moving again.**

## Get Past Gate




Watch out for the running Nazi who comes up to you when you get within sight range of the next sealed gate. He will detect you unless you immediately retreat (even if you have to duck around the corner). Wait a few seconds for him to enter a regular patrol pattern before proceeding.





Walk to your right and look for a path through the patrolling guards (location 4). Cross the courtyard behind the Nazi holding the flamethrower. Head directly for the stairs.





Walk up the stairs (location 5). Stay to the right and pass the guard standing above the gate. A second guard stands on the next landing behind the crate. You must walk past him and then stop behind him once your suspicion meter turns white again. Once the suspicion meter clears, continue up the last flight of stairs and walk past the guard standing on top.





The crumbling tower you must climb lies ahead, but first you must bypass the guards on this level. Swing out wide and duck through the doorway in the ruined wall. Wait for your suspicion meter to be empty, then walk past the two guards ahead of you. It will be close, but you have enough suspicion meter to walk slowly past them both and duck behind the ruined wall on the far side (location 6). Once you're out of sight, your meter will begin to clear again.

## Climb Tower





Climb the tower wall with the handholds up the face. No Nazis should be close enough to see you do so. At the top, sneak in through the large window near the giant bell.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Descend Stairs

After you drop down on the wooden stairs within the tower, look to your left. A guards stands on the stair landing. Walk casually past this guard and stop on the next flight of stairs to replenish your suspicion meter. A second guard stands on a landing below you. Walk past him in the same fashion.









Continue down the stairs. Hop down through the broken roof slats at the bottom and land behind the sealed gate that you passed earlier (location 7).

## Board Zeppelin



Walk into the next courtyard and stroll behind the next guard. Continue to your right and up the next set of stairs. At the next level (location 8), wait for your suspicion meter to clear and then pass the Nazi near the fallen column and head for the next set of stairs.









Clear your suspicion meter at the top of the stone stairs, then take a long walk across the open area and many scanning Nazi eyes. It's a difficult cross; stop immediately when you reach the metal stairs and your suspicion meter turns white (location 9).







This next part is very tricky. A handful of Nazis guard the corner near the final metal staircase winding up to the zeppelin. Walk toward them and veer out to the very edge. Stop in the middle of them the instant your suspicion meter turns white (location 10). You must clear it here; you cannot walk through them all and reach the metal staircase safely. Once it clears, proceed to the metal staircase and wait again at the bottom until you have no suspicion.

Alternatively, you can run around the entire outer wall to avoid the Nazis at the corner. You must make a few difficult jumps over obstacles in the crumbled floor section below the zeppelin. Accomplish this without anyone noticing and you end up at the foot of the metal staircase that ascends to the zeppelin.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Climb the stairs and pass another guard on the landing. Stop on the next flight as soon as the landing guard stops looking





at you. Continue to the top of the stairs and watch the next set of guards as they patrol (location 11).

Wait for the near guard (the one with the flamethrower) to turn his back and then walk across to the second part of the metal staircase. Continue up the stairs to the zeppelin. At this point, if anyone starts to notice you, make a break for it. Once you enter the zeppelin, all pursuit ends.





## Search Cockpit





Continue forward into the zeppelin cockpit. Dierker has detected you and waits with his pistol. The two of you struggle. Dierker pulls the trigger and a stray bullet ignites the zeppelin.

## Enter Zeppelin Hull





Your adversary flees with you behind him. Run up the burning stairs and look for a ladder up to the next section of the zeppelin.

## Get Dierker





Dierker gets ahead of you on the zeppelin. Before you can line up a shot, a giant explosion blows apart the platform ahead of you and Dierker disappears. To reach the next section, sprint towards the gap in the platform and make the jump to the other side.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

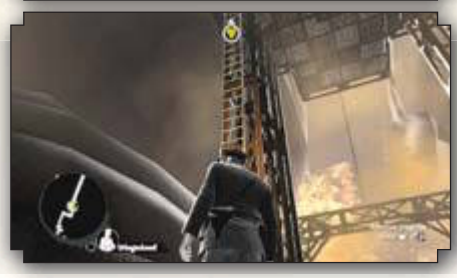




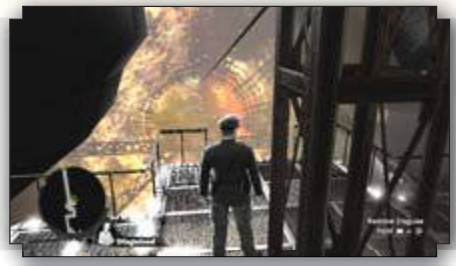


Climb up the nearby ladder and look for a cable running over the next gap. Ignore the explosions and go hand-over-hand across the gap to the far side.





On the next platform, another gap separates you from the fleeing Dierker. Back up till you have no more room and then sprint for the short distance to the gap and jump. If you get up enough speed, your jump carries you across to the next ladder.





Jump up and grab the next cable. You slide down through the exploding airship to land at the door to the final room.



Dierker has found a parachute, and he escapes before you can throttle him. You go down with the zeppelin, but fate favors you. Instead of being one burned, flattened, or drowned Irishman, you survive the crash on the shores outside of Le Havre. Your revenge on Dierker will have to wait.





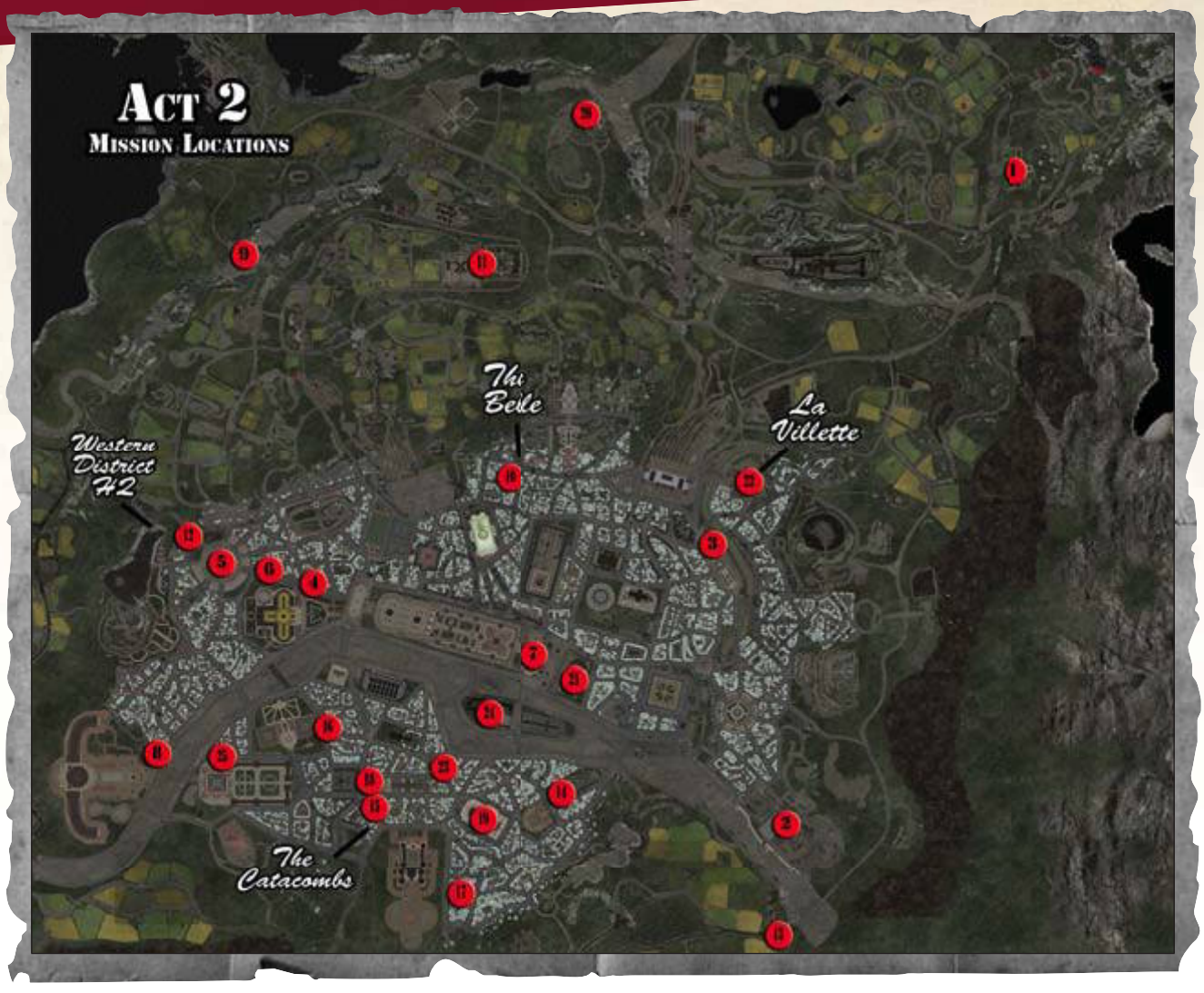


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Act 2

Act 2 begins with Sean working with British Intelligence to dismantle the Nazi infrastructure. When he reconnects with Luc at La Villette, he learns that the Resistance has taken hold and more Resistance pockets have appeared. Sean earns favor with the Resistance HQ in the Western District and with the Resistance members holed up in the Catacombs. He runs various missions for his Resistance connections, from a jailbreak to an assassination of a Nazi general to the destruction of multiple Nazi strongholds.

In an important mission, Skylar leads Sean to sabotage a bridge and blow up a train to free a defecting German scientist, Dr. Kessler. However, Kessler won't defect unless his daughter Maria is safe, and she has been abducted by the Nazis. Sean breaks into a Gestapo HQ to free Maria, but when he returns to La Villette, the Nazis have found the Resistance HQ and attack in force. The Resistance fighters manage to hold off the Nazis, but the base is compromised and the Nazis capture Veronique. With the aid of Bryman, a Resistance operative, Sean must make his most daring rescue yet and save Veronique from an execution in the middle of the Île de la Cité prison complex. To close out the act, Sean gets a rematch against Dierker in a race throughout the streets of Paris—and wins! Sean's true target, though, is a group of high-ranking Nazi officials in the race grandstands. He drives the Aurora into the grandstands, bailing out at the last second. The assassination of the Nazi officials but catapults all of Paris into a street war.






Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

| Mission Number | Mission Name | Contact | Description | Rewards |
|---|---|---|---|---|
| 1 | Behind the Convent Gate | Wilcox | Wilcox tells Sean to destroy an experimental Nazi radar facility. | Contraband |
| 2 | Better Dying Through Chemistry | Wilcox | Sean is told to destroy a Nazi chemical weapons facility. | Contraband |
| 3 | A Whisper or a Roar | Santos | Santos agrees that he will give Sean the Area 2. papers in return for blowing up a group of German supply trucks. | Area 2 papers |
| 4 | Jailbreak | Margot | Margot gives Sean a mission to free one of their. resistance members, Bryman. Afterwards, Sean meets up with Luc and discovers Dierker is in the city torturing Resistance members. | Contraband |
| 5 | Fahrenheit Four Fifty... | Margot | Margot tells Sean to kill a general at a book burning at the Arc de Triomphe. | Contraband |
| 6 | Bulletproof | Margot | Sean is asked to kill an officer traveling by the Grand Palais in a bulletproof limo. | Contraband |
| 7 | Symphony of Destruction | Margot | Sean is tasked with destroying the main Nazi transmission tower at the Louvre. | Contraband |
| 8 | The Big Gun | Luc | Bryman gives Sean a mission to destroy a cannon being aimed at civilians in the city. | Contraband |
| 9 | Rolling Thunder | Skylar | Skylar leads Sean on a mission to sabotage a bridge And blow up a train in order to free a defecting German scientist, Kessler. Sean takes Skylar and Kessler to La Villette for safekeeping. | Contraband |
| 10 | Hard Bargain | Luc, Santos | Luc tells Sean to go get transit papers from Santos for Area 3 of Paris. Santos's price is 500 contraband this time. | Area 3 papers |
| 11 | Set Us Up the Bomb | Wilcox | Sean needs to destroy a rocket base in the countryside that's targeting London. | Contraband |
| 12 | On Your Marks... Get Set... | Horst | Horst informs Sean that if he can make his way across the city in a certain amount of time, he'll be able to compete in some countryside races with his friends. | Lead Foot perk, contraband |
| 13 | Back in the Saddle | Adler | Sean agrees to compete in a race in the countryside that Adler has organized. | Speed Demon perk, contraband |
| 14 | South of the Seine HQ | Luc | Luc tells Sean to drive them to a meeting with Margot and another rebel leader, Duval, to the south of the city. Once at the meeting, they discover it's an ambush. Sean helps them all escape from the Nazis. | Unlock Catacombs |
| 15 | Loose Lips | Duval | Assassinate Duval's fiancée and retrieve a special locket. | Contraband |
| 16 | The Hunter or the Hunted | Duval | Kill "the Wolf" at his stronghold. | Contraband |



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

| Mission Number | Mission Name | Contact | Description | Rewards |
|---|---|---|---|---|
| 17 | The Bavarian Candidate | Dr. Kwong | Sean guides a brainwashed Nazi to blow up a German general, until things go wrong. | Contraband |
| 18 | Guardian Angel | Dr. Kwong | Protect Kwong from snipers as he meets with an ally. | Contraband |
| 19 | Deutschland Uber Phallus | Dr. Kwong | Destroy a large cannon to emasculate the Germans. | Contraband |
| 20 | Repo Man | Vittore | Sean recovers his Aurora from the Nazi-occupied chateau. | Contraband |
| 21 | Boiling Point | Bryman | Sean rescues Maria from the Gestapo HQ. | Contraband |
| 22 | Lambs to the Slaughter | Automatic | The Nazis attack the La Villette slaughterhouse HQ. Sean and the Resistance manage to hold them off, but the HQ is compromised. | La Villette closed |
| 23 | Dark Reign | Bryman | Plant seven wiretaps on the German communication lines to monitor their communications. | Contraband |
| 24 | Needs of the Few... | Bryman | Sean rescues Veronique from the Île de la Cité with the aid of Bryman. | — |
| 25 | From the Ashes | Automatic | Sean redeems himself in a race for Paris vs. Dierker and then blows up the grandstands to kill prime targets. | — |

# Mission 1: Behind the Convent gate

## Mission Briefing

**Mission Name: Behind the Convent Gate**
**Mission Type: Sabotage**
**Contact: Wilcox**
**Start: Le Havre**
**Destination: L'Ossuaire**
**Weapon of Choice: MP44 MG**
**Requirements: Dynamite**
**Objectives:**

1. Go to L'Ossuaire
2. Destroy L'Ossuaire

## Go to L'Ossuaire





After the zeppelin crash at the end of Act 1, climb the hill near where you crash-landed on the beach. The hill takes you back up into Le Havre, and from there you should be able to find the church HQ. Seek out Wilcox, who has temporarily replaced Skylar and Bishop as your British Intelligence contact, and he gives you a mission to destroy the Nazi facility at L'Ossuaire.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Follow your GPS route out to L'Ossuaire. Park your vehicle on the outskirts and look around for a nearby guard tower.



Climb the tower and immediately enter Stealth mode when you reach the top. Stealthily kill the guard, or punch his lights out if he turns and sees you, and put on his uniform to infiltrate the base undetected.



## Destroy L'Ossuaire



Walk off to the right of the main entrance and look for a radar dish on the ground. That's your first target. Plant dynamite on the control panel as soon as the nearby Nazi guard loses sight of you. Run back to the main gate area, far enough to avoid suspicion when the explosion goes off.



Take out all the rest of the targets in the front yard. Stay clear of the main gate and watch the guard patrol patterns to weave in and out unseen. Plant explosives on each target and work your way out to the large tower at the far corner of the facility. Once you finish with the tower, you should have cleared all targets in the front and be ready for the back outside targets.





### ACT 2

### TIP

**If you get low on dynamite, smash open any red crates you see for more.**





Walk alongside the outside of the building and avoid the single Nazi guard patrolling the yard. Continue toward the next tower and plant your explosives. After that blows, head down the hill to the three targets in the back. Be very careful here. There are several Nazis who patrol around in the trees and may be difficult to spot. Some Nazis also man a heavily armed bunker. Steer clear of any Nazi eyes and plant your explosives only when no one is around.



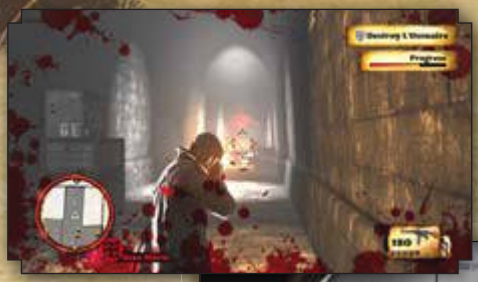


Return to the main base and hop over the low stone wall. Approach the front door and watch for any patrolling guards. You can jump up on the short ledge that surrounds the building if you need a little extra space to avoid anyone's suspicion zone. A Gestapo agent guards the main hall. It's possible to slip past him unnoticed when his back is turned, but it's very difficult to avoid raising the alarm at this point. Not to worry, though. You will be raising the alarm soon enough when the explosions start booming.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## ACT 2



The facility has three wings, each with a control panel you must destroy, plus two more in the main foyer. All are guarded by Nazis, with the two to the right and left of the main entrance armed with machine guns. Break out a machine gun for most of the heavy fighting, and if you have a spare moment to line up a shot, a sniper rifle can come in handy for those long-range pickoffs.





Start with the wing directly in front of the door (the one without the machine gun nest). Shoot the Gestapo agent, then turn your attention on the guard by the control panel. Use the large crate as cover and fire down the wing until the Nazi drops. Plant dynamite on the control panel or toss a well-aimed grenade, and seek cover behind the crate again as the explosion goes off. Now slide around to the crate's opposite side and look for any outside guards who may be entering the facility to see what all the noise is about. Pick them off one by one as they enter.



Once the foyer is clear again, plant dynamite on the two consoles in the foyer and retreat to your cover crate. The explosion should take out two more targets, leaving just the two in the machine gun wings.



Repeat the same procedure for both wings. Run down the side, using crates as cover. When you run out of cover, lob one or two grenades at the machine gunner and control panel. The explosion should take out both, but so long as the machine gunner dies, you can walk in and plant your explosives to destroy the control panel.



Exit the facility and return fire on any remaining Nazis. You don't really have to stick around to kill them all. You accomplish the mission by sabotaging the final control panel in the building.





### Escape Route



*L'Ossuaire sits out in the middle of the countryside. The isolation makes it very easy to escape any Nazi pursuit. You can hop back into your original vehicle and drive back to the city. However, if you have heavy pursuit, forgo the vehicle and pick a direction away from the Nazis and run through the countryside. If you avoid the main roads, the Nazis can't track you well and a few fences and trees later you're completely out of sight.*



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 2: Better Dying through Chemistry

## Mission Briefing

**Mission Name: Better Dying through Chemistry**
**Mission Type: Sabotage**
**Contact: Wilcox**
**Start: Le Havre**
**Destination: Bercy Riverfront**
**Weapon of Choice: MP44 MG**
**Requirements: Dynamite**
**Objectives:**

1. Go to the chemical factory
2. Destroy the chemical factory

## Go to the Chemical Factory

For your second mission under Wilcox, he sends you to destroy a Nazi chemical weapons factory. It has nearly two dozen sabotage targets. It will be a slow and steady sabotage mission unless you want a gigantic firefight on your hands. Secure a vehicle and follow your GPS route to the destination.





## Destroy the Chemical Factory

As with any sabotage mission, locate a lone Nazi soldier outside the restricted area and subdue him to gain a disguise. Once you have a disguise, you have two ways into the factory: down the street to the main gate (guarded) or over the wall at one of the crumbling sections (unguarded). It doesn't matter which you take so long as you don't get detected.





Walk to the nearest sabotage target, look around to make sure no one is in sight, then plant your explosives. Sprint away from the target to clear the suspicion radius.



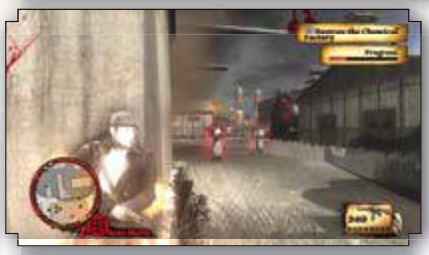


Repeat from target to target.



Walk calmly to each target to avoid detection. With so many targets, it's tempting to try and run around, but if you run, eventually a Nazi will spot you and blow the whistle.





Continue for as long as you can in disguise. Eventually, the Nazis might catch on that you're blowing up their installation. Once the alarm sounds, return fire on any pursuers and search out whatever targets you can reach without too much exposure.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Many of your sabotage targets lie inside the main building. To enter, gun down a guard at the machine gun nest behind the sandbags and slip in through the vacated post. Plant explosives on the large vats and you can usually destroy several sabotage targets with a single blast.





Circle around the interior using whatever cover you can find: sandbags, walls, vats, etc. Fire at explosive barrels from afar to catch unsuspecting Nazis in the blast. Pick off Nazis and destroy all the remaining interior targets.





Exit the main building and look for any remaining sabotage targets. Use cover to snipe any remaining Nazis between you and your targets.









Depending on how many Nazis you kill during your raid, you may raise the alarm as high as Level 4. If zeppelins arrive to harass you with gunfire from above, search the complex for high-powered artillery, such as the Siegfaust MK2. You only have two shots with the missile launcher; however, you only need one to destroy a zeppelin.





Finish off your final target to complete the mission. Depending on the alarm status, you can leave the way you came in, or you may have to do some fancy footwork to escape the alarm perimeter.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Escape Route



*If you can stay disguised the whole time, your exit will be a cinch. However, if you kill too many Nazis and raise the alarm to Level 4, you will have a long trip to escape the alarm radius. You may be better off triggering a Fight Back zone and gunning down a bunch of Nazis to end the alarm.*

# Mission 3: A Whisper or a Roar

### Mission Briefing

**Mission Name: A Whisper or a Roar**
**Mission Type: Assassination**
**Contact: Santos**
**Start: Black Market**
**Destination: Canal Saint Martin**
**Weapon of Choice: Siegfaust MK2**
**Requirements: None**
**Objectives:**

1. Get to the convoy
2. Destroy the three supply trucks

## Get to the Convoy

You've made your mark on much of Paris. Now it's time to move into Area 2 of the city, but you need some papers to pass the Nazi checkpoints. Santos has the papers for you after you complete this next mission for him. He wants a supply convoy destroyed. Jump in a vehicle and follow your GPS route to Canal Saint Martin.





## Destroy the Three Supply Trucks



Once you arrive, search the rooftops for the artillery gun that overlooks the truck depot. Climb the nearby building and approach the artillery gun from the side.







Navigate the rooftops until you end up on the short brown roof behind the lone guard on the artillery gun platform. Enter Stealth mode and sneak up behind the Nazi guard. Take him out with a stealth kill.




Scan down on the street below. You'll see the three trucks at the depot. These are your targets.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





Climb into the gunner seat and zero in on the truck on the right. To complete the mission, you must destroy all three trucks. Take a shot at each one quickly and blow them up one after another. If you miss, the trucks will attempt to escape. By destroying them right to left, you have more time to aim at any escaping trucks. Once you finish off the trucks and escape the area, return to Santos. Contrary to the original agreement, Santos ups the price of the Area 2 papers by 250 contraband. If you have the extra contraband, turn it over to Santos and earn your Area 2 papers.



## Escape Route



*Stick to the rooftops for escape. Race away from the truck depot explosions and gain separation from any pursuit. When the coast is clear and you don't see any vehicles on the streets below, drop down and run out of the alarm radius.*

# Mission 4: Jailbreak

### Mission Briefing

**Mission Name: Jailbreak**
**Mission Type: Rescue**
**Contact: Margot**
**Start: Western District HQ**
**Destination: Champs Elysées**
**Weapon of Choice: Tommy MG**
**Requirements: Disguise, dynamite**
**Objectives:**

1. Approach the holding area
2. Free Bryman from cell
3. Get Bryman back to Boulogne

## Approach the Holding Area





Enter Area 2 and drive to the Western District HQ. You'll see the blue Resistance symbols painted on the arch just past the Arc de Triomphe. Drive up the dirt road and you'll find the Resistance HQ in the building near the stream.





Meet with Lady Margot Bonnaire in the cellar beneath the HQ building and begin to earn her trust by accepting her first mission. One of their operatives, Yosef Bryman, is being held in a Nazi prison near the Champs Elysées. She wants you to break him out. Jump in a car and follow your GPS route to the street outside the prison.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

**Jailbreak mission map**




## Free Bryman from Cell






Drive up to the prison area and park your vehicle on the side of the road (location 1 on the map). Walk down the concourse to the steps opposite the prison entrance (location 2). This will be your safe spot to retreat to if you get in trouble early with the many Nazi suspicion zones.



Walk between the two Nazi guards at the front entrance and inside to the locked gate (location 3). Inside you'll be safe



from prying eyes. Wait for your suspicion meter to clear. Plant dynamite on the gate



and run back out of the front entrance. The guards will immediately spot you and your suspicion meter will climb; however, you must clear the area before the explosion. As soon as you reach the opposite stairs, stop running and walk up the stairs back to location 2. When the explosion goes off, you should be outside the suspicion zone of the front guards and the Gestapo agent on your side.



When the suspicion dies down, walk back into the prison through the newly destroyed inner gate. Again, wait for your suspicion meter to completely clear before entering the cell area.





You have two choices to free Bryman: kill all the prison guards or sneak him out. The more difficult option is to kill the prison guards. If you want to do so, climb the ladder to your right as you enter the cell area and stealth kill the two guards in the corner. From your corner position, gun down the Nazi soldiers walking the ledge and in the guard towers. Once the Nazis up top are dead, drop the two flamethrower guards below and free Bryman. You will then have to fight your way out the front door and up the street to the car as well.

primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The smarter choice is to free Bryman through stealth. Walk in and circle to the right. You'll see a flamethrower guard walking toward you. Wait for him to approach you in the shadows on the side and stealth kill him (location 4). Put on the guard's uniform and then take out the second flame-thrower guard without raising suspicion.





## Get Bryman Back to Boulogne

Approach the cell and open the door (location 5). Bryman will follow you and will not attract suspicion so long as you don't.









Exit the prison back through the front entrance. Walk out until you pass the front guards' suspicion area, then stop to empty your suspicion meter.



Retrace your steps back out of the concourse (location 6). Guide Bryman to your car and return to the Western District HQ to complete the mission.







### Hiding Spot



*If things go badly, head straight for the pissoir on the corner. If you can beat pursuit to it, you can hide there immediately and end the alarm. If you still have Nazis in firing distance, return fire from the cover of the newsstand and enter as soon as all enemies in sight range are down.*



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 5: Fahrenheit Four Fifty...

## Mission Briefing

**Mission Name: Fahrenheit Four Fifty...**
**Mission Type: Assassination**
**Contact: Margot**
**Start: Western District HQ**
**Destination: Arc de Triomphe**
**Weapon of Choice: Tommy MG**
**Requirements: Disguise**
**Objectives:**

1. Get to the Arc de Triomphe
2. Kill General Loder
3. Escape the Nazis

## Get to the Arc de Triomphe



For Margot's second mission, she wants you to interrupt a book burning at the Arc de Triomphe and assassinate the general responsible for the massacre of French culture. You can jump in a car or simply run down the dirt path to the Arc de Triomphe circle just outside the Western District HQ.



## Kill General Loder



Make sure you have a disguise on and walk past the parked Sturmwagen.



Approach the line of Nazi soldiers in front of the bonfire, but don't get so close that you raise suspicion.

Instead, turn to your left and walk around the exterior. Stay wide of the small bonfire and the flame from the flamethrower Nazi. Continue following the stone face until you reach the second parked Sturmwagen.





Hop over the Sturmwagen and slink to the corner. You are now past the bonfire and can see the general's tank clearly. Walk out from the corner and behind the Nazi guard on the left side of the tank. After you pass the guard, stop as soon as your suspicion meter turns white.







Pull out your machine gun and assassinate General Loder from near-point-blank range. You complete the mission, but if you want to survive you need a little help from the armament around you.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Escape the Nazis



Surrounded by more than a dozen Nazis, it will be difficult to shoot through the angry mob, even with a machine gun. Instead, climb up into the tank. Its thick armor will shield you from most bullets, and its machine gun has a lot more oomph than the one you're carrying. Rattle off shots on either side of the tank and over the bonfire until no one is left to return fire.



Exit the tank and look for an exit point from beneath the Arc de Triomphe. There may still be Nazis in the area, so stay alert and use your cover to peek around corners and gun down any opposition.



### Escape Route



*It's impossible to avoid raising an alarm on this mission. Depending on how many Nazis you've killed, the alarm level will continue to climb. You can look for a hiding spot near the Arc, but there's a lot of open space around the Arc and you might get gunned down if you try to hide. Rather, use your vehicle parked at the Arc entrance to drive out of the city at high speed and escape the alarm.*

## Mission 6: Bulletproof

### Mission Briefing

**Mission Name: Bulletproof**
**Mission Type: Assassination**
**Contact: Margot**
**Start: Western District HQ**
**Destination: Grand Palais**
**Weapon of Choice: Siegfaust MK2**
**Requirements: None**
**Objectives:**

1. Go to the Grand Palais
2. Take the elevator to the roof
3. Use the radio
4. Kill General Boeckman
5. Escape the Nazis

## Go to the Grand Palais







Your next mission for the Western District HQ sends you to the Grand Palais area to assassinate General Boeckman. He's protected by several bodyguards and vehicles. You will have to attempt the assassination from long distance. Jump in the car and follow the GPS route to the street outside the Grand Palais.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Take the Elevator to the Roof





Exit your vehicle and cut across the lawn in front of the Grand Palais. Look for the outside elevator that stands between the long red Nazi flags. Climb aboard the elevator and press the button to rise to the roof.

## Use the Radio



A single Nazi patrols the roof near the ambush point. Up on the roof, turn left and run to the corner.



Climb up to the roof running up to the glowing dome and watch for the Nazi guard to patrol



beneath you. Sneak over to the edge and drop down behind the guard for a stealth kill.



Climb up the short ladder nearby. Up on the platform, you'll find a Siegfaust MK2 rocket launcher and a radio. Interact with the radio to get the motorcade to proceed down the street below.

## Kill General Boeckman





Arm yourself with the Siegfaust MK2 and stand at the edge of the platform. Wait for the general's vehicle (marked with a red arrow) and let the rocket launch when the sight turns red. You only have one shot; make it count. It's possible to damage the general's vehicle without killing him. When General Boeckman lies in pieces, you can escape out the back of the building away from the Nazi motorcade, or you can opt for the simpler method of pulling the nearby alarm box.



### Hiding Spot



*You might not find an easier alarm to escape. Since you already dispatched the Nazi guard on the roof, after you've launched your rocket drop back down to the roof walkway and run to the nearby alarm box. Pull it to halt the alarm.*



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 7: Symphony of Destruction

## Mission Briefing

**Mission Name: Symphony of Destruction**
**Mission Type: Sabotage**
**Contact: Margot**
**Start: Western District HQ**
**Destination: The Louvre**
**Weapon of Choice: Tommy MG**
**Requirements: Disguise, dynamite**
**Objectives:**

1. Get to the Louvre
2. Destroy transmission tower

## Get to the Louvre

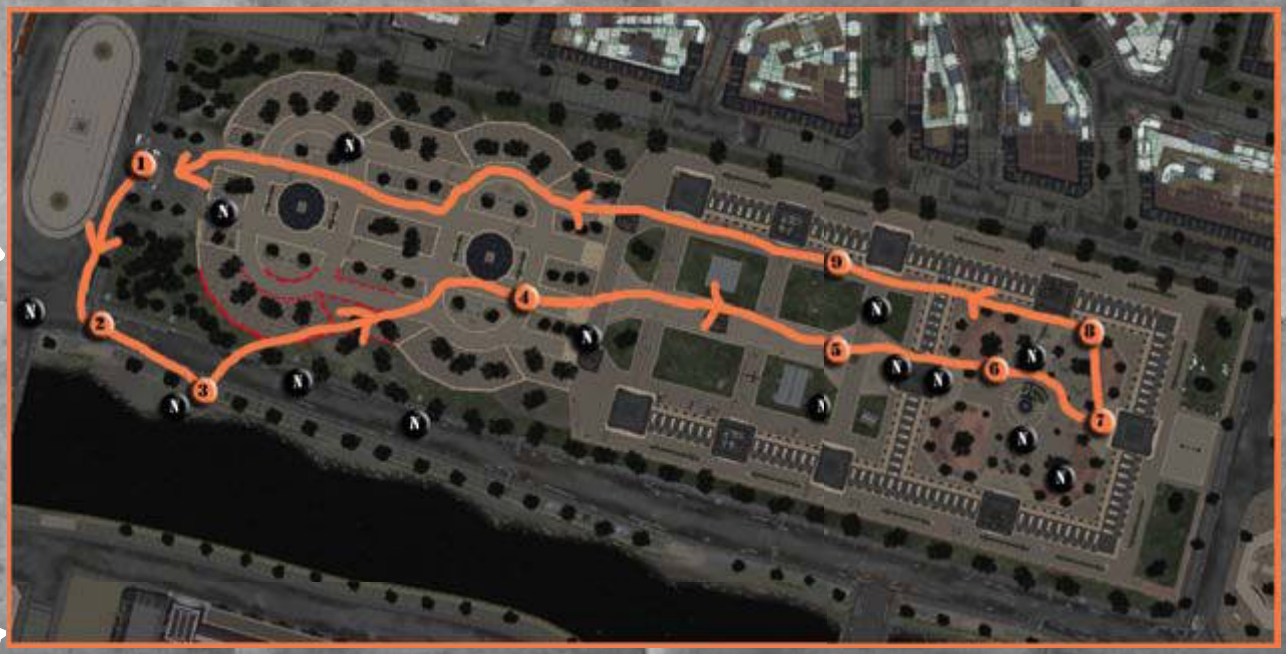


Margot sends you on another "cultural assignment." Though your objective point is the Louvre, you aren't there to muse over the world-famous galleries, but rather to destroy the propaganda speakers blaring out from the museum courtyard. As usual, pick up a vehicle outside the HQ and follow your GPS coordinates to reach your destination.



When you arrive at the parking spot (location 1 on the map), don't go through the convenient door in front of you that leads into the long Louvre grounds unless you already have a disguise on. Instead, run down the street to the side avenue (location 2) to find a less conspicuous stealth-kill target.

**Symphony of Destruction mission map**






Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Destroy Transmission Tower








Travel up the side avenue and look on your right side for a lone Nazi by a large floodlight (location 3). His back should be to you. Enter Stealth mode and sneak up behind him for the execution. Put on his uniform to blend in with the other Louvre guards.

Get off the street as soon as you can and onto the grounds. There are a lot fewer Nazis to run into on the grass than on the cobblestone. Proceed up the grass hill and onto the stone walkway near a heavily guarded area (location 4). Steer clear of the bunker and any Nazis patrolling the area.









Continue past the sandbags and down the long straightaway toward the far wall. Keep your eyes on any approaching Nazis and swing out wide of their suspicion zones.





To reach the fountain courtyard where the propaganda speaker sits, you must walk through the narrow corridor that goes under the wall and stroll directly past a Nazi sentry (location 5). Stop inside the narrow corridor to empty your suspicion meter after passing the sentry. As you exit on the far side, more Nazi sentries will watch you closely. Continue walking until the suspicion meter turns white. Immediately stop and clear the meter.



You should see the fountain in front of you and the propaganda tower behind that. Walk toward the speaker tower and through the fountain if it means avoiding the nearby patrolling Nazis (location 6). The Nazis on guard in the area crisscross routes



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

near the fountain, but they won't bother you once you get right up against the tower base (location 7).





Plant your dynamite and detonate to complete the mission.

However, to get out without a huge fight, streak toward the corner and get outside any Nazis' s uspicion zones when the blast





goes off (location 8). Wait for all the attention to die down and for the guards to go back to normal patrol before leaving the area.

Exit the courtyard via the north side and stay near the wall. You'll soon see a truck parked next to a flammable canister (location 9).





Look out for the Nazi who patrols in the grass to your left. Once you get past him, you can either walk straight out of the complex along the north wall or enter the truck and drive out.

## Escape Route



*Should the alarm go off, you have a large fight on your hands. You may be pinned in the back of the complex near the fountain. It's best to gain as much ground back toward your original parking spot as quickly as possible before reinforcements arrive. Run for the car, using cover to return fire when necessary, or jump in the truck at location 9 and drive to the exit point. You really want to escape rather than try to slug it out with this group of Nazis.*

# Mission 8: The Big Gun

### Mission Briefing

**Mission Name: The Big Gun**
**Mission Type: Sabotage**
**Contact: Luc, Bryman**
**Start: Opera District**
**Destination: Gun platform**
**Weapon of Choice: Tommy MG**
**Requirements: RDX**
**Objectives:**

1. Meet up with Bryman
2. Get to the cannon courtyard
3. Sabotage the cannon

## Meet Up with Bryman



primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## CAUTION

**Do not enter the courtyard in disguise to talk to Luc. Multiple Nazis patrol the area and will blow the whistle when they see that you're an imposter.**

For this next mission, Luc meets you in the Opera District away from La Villette. It's right in the thick of a Nazi guard detail, so tread carefully. Luc asks you to seek out Bryman, who has information on a Nazi cannon that is the Resistance's next sabotage target. Jump in a car and use your GPS to track down Bryman in the Trocadéro section of town, west of the Eiffel Tower.



Bryman gives you the rundown on your next target: a large Nazi cannon that's set to deliver some bad news to a bunch of innocents. In order to sabotage it, though, you'll need a different kind of explosive. He hands you RDX, which is a more powerful explosive that can be planted and triggered with a remote detonator. It's excellent for delivering a charge and giving you enough time to escape a larger blast radius.

## Get to the Cannon Courtyard




Leave Bryman when you're ready and walk up the street to the nearby alley. Once you enter, a countdown begins and you have 10 minutes to infiltrate the heavily guarded area and blow up the cannon. Ten minutes is not a lot of time once you encounter the maze of Nazi guards ahead of you.

## Sabotage the Cannon





Look for a Nazi outside the alley (before you trigger the countdown) to stealth kill for his uniform; you can mug the first Nazi guard in the alley (who always has his back to you) if you creep up quietly. After you slip into the Nazi disguise, walk quickly past the downed first guard and you'll encounter a second one patrolling around the next corner or on the stairs after the following corner.





Remember to clear your suspicion meter if it fills and then continue walking up the stairs to the small courtyard with the flamethrower Nazi. Continue across the courtyard to the next set of stairs. Wait till you have no suspicion on you and then climb the stairs. Several Nazis guard this garbage- and crate-filled courtyard. Continue along the left side and into the next stairwell, where you should wait again and clear your suspicion meter.





A lone Nazi patrols the following corridors, back and forth. Pass him at any point and keep on walking. By the time he returns on his route, you should be out of his sight range. The staircase that leads down to a courtyard with the Nazi flag flying over it also holds a machine gun nest pointing at the stairs. If you walk



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

down that way, you will be exposed and the machine gunner will open fire. Look for another route off to your left and up to the next level.



Jump up to the small patio with some furniture and a few lighted windows along the back wall, which lies up and to the left of the machine gunner. Walk to the back right corner and climb up the wall to the next level. Look ahead to the next rooftop and you'll see a single Nazi sentry. You can either stealth kill this sentry or hop the roofs to the left of him and skirt behind the sentry without raising suspicion.





The back corner of this area takes you below the metal catwalks that signify the gunnery area. Climb up from underneath the catwalks and pull yourself up to the catwalk itself. In the distance, you see a large Nazi flag with a ladder leading up to a higher guard platform.






Climb the long ladder and walk behind the Nazi guards. If anyone becomes suspicious, immediately walk to the corner and check your mini-map to get out of the suspicion zone. When your suspicion meter turns white, stop and clear the meter. Descend the long ladder on the other side.



The closer you get to the big gun, the harder it is not to raise the alarm. Walk along the catwalk and try to stay to the left as you slide behind the Nazi guards at the base of the next staircase. Move up the stairs and stop halfway to avoid being spotted by the Nazis on the bottom or top platforms.





The alarm is about to go up! It takes a master stealth artist to walk through the Nazis on the top platform, plant the RDX, and walk back out to safe detonation range without raising suspicion. The important task at this stage is to plant the RDX and detonate, even if it means raising the alarm or taking a few bullets to the chest. As soon as you have the RDX planted, get off the top platform (leap off the side if you're under fire) and trigger the explosion. You complete the mission as soon as the cannon blows up.







Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Escape Route





*In the gunnery complex, there isn't much hiding to be done. You're trapped and must fight out one corner at a time. Look to take down the Nazis at higher elevation—in the towers and on the rooftops—which will leave you free to leap unimpeded from roof to roof. Drop a grenade or two in the lower streets if you need to clear out troops. You may be able to escape the alarm by exiting the gunnery complex on foot, or jump in your original vehicle and floor it away from the scene of the crime.*

## Mission 9: Rolling Thunder

### Mission Briefing

**Mission Name: Rolling Thunder**
**Mission Type: Rescue**
**Contact: Skylar**
**Start: Champs Elysées**
**Destination: Gare Saint Lazarre**
**Weapon of Choice: Tommy MG**
**Requirements: Bridge Killer kit**
**Objectives:**

1. Drive Skylar to bridge
2. Plant four explosives on struts
3. Plant trigger on tracks
4. Rendezvous with Skylar
5. Escape the Nazis
6. Rendezvous with Wilcox
7. Talk to Wilcox
8. Enter train yard
9. Get on the train
10. Plant explosives on radio car
11. Go to the engine car
12. Jam the throttle
13. Enter prison car
14. Go to La Villette

## Drive Skylar to Bridge



When you meet up with Bishop again, he sends you on an excursion to speak with Skylar about a very important German defector, Dr. Kessler. A physicist who knows a little about atomic fission, Kessler wants out with the Nazis and the British want to recruit him to make weapons of mass destruction for their side. Follow your GPS route and you can find Skylar in the Champs Elysées district.





Take a ride with Skylar to the train station near Picardie. The plan is to blow up the train bridge and make it look like Kessler died in the explosion while he defects to the British side. With your new Bridge Killer kit, you have five explosives to demolish a train bridge.

## Plant Four Explosives on Struts





After you park Skylar's car, cut through the trees and down the hill to the train station. It's heavily guarded, so sneak in out of sight and gain the lower level of the bridge before firing a single shot. You can try to sneak around and plant the explosives; however, you are highly exposed while climbing on the bridge struts. It's safer to pick off the Nazi guards under the tracks first before you risk exposure delivering the explosive charges.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





Once the Nazis are quiet under the train tracks, plant your four charges. Look for the



yellow arrows that denote the charge spots and use the bridge struts to climb up and reach the exact locations.

## Plant Trigger on Tracks





After the four lower charges are in place, you have a fifth one to plant on the tracks up top. Climb one of the ramps to the upper level. Stay alert for any Nazi guards you haven't removed yet. The ramp makes excellent cover if you stick to the wall and fire through the gaps beneath the railing. Cut down any Nazis on the tracks and plant your final charge. The bridge is prepped for the fireworks; now you just need to rescue Kessler.

## Rendezvous with Skylar



Retrace your path back to Skylar at the car. Watch for Nazi patrols around the bridge perimeter. Feel free to return fire if harassed,



but your main objective is to get back to Skylar and the car. Use the car to escape the mounting Nazi alarm.

## Escape the Nazis




Once you both climb in the car, hit the gas and zip down the country roads. Skylar's car is fast enough to outrun any Nazi pursuit. In a short time you'll cruise out of the alarm radius.

## Rendezvous with Wilcox



Pull up to the Gare Saint Lazarre train station. Follow your GPS route to track down your next contact, Wilcox.

## Talk to Wilcox



Speak with Wilcox to get the details on the train holding Kessler. You must board the train, slow it down long enough to grab Kessler, and escape without any Nazis seeing you before the explosion wrecks the train. Nothing you couldn't do in your sleep.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ACT 2

## Enter Train Yard

Leave Skylar and Wilcox and climb over the wooden fence around the train yard. You'll see a lone guard with his back to you directly ahead. Stealth kill him from behind and steal his uniform. Once in disguise, you can approach the train from many directions.





## Get on the Train



Walk past the guards posted around the train and get on board in the rear. The radio car, which is your first objective on the train, is near the back. Up top, fewer Nazis will notice you.

## Plant Explosives on Radio Car

Stroll along the train until you reach the radio car. Plant an explosive on the red marked target area. If any Nazis become suspicious and you can't retreat out of their suspicion zone quickly enough, subdue them before they have a chance to blow the whistle.





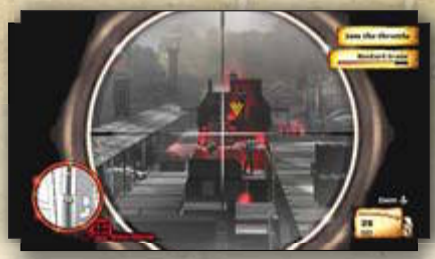
## Go to the Engine Car



After the explosion on the radio car goes off, proceed forward along the moving train. At some point, with so many Nazis together in close proximity, the Nazis will recognize your disguise. At that point, use the cover of siding and crates to wipe out the defending Nazis. Also, once the alarm goes up, the Nazis in the surrounding countryside become hostile. If gunfire from your flank becomes too hot, pick off side targets with long-range snipes or well-placed shots into flammable containers along the ride.



## Jam the Throttle





The Nazis eventually stop the train to deal with a saboteur. You have a limited amount of time to restart the train by jamming the throttle or the mission ends. The engine car is very well defended. Rather than gun it out with the full regiment of Nazi guards on the train, jump off the train on your right side and sprint up the gap between train and train platform. Ignore any gunfire from Nazis as you streak up to the engine car.







At the engine car door, unload on the first Nazi. When he drops, climb in the car and immediately swing to your left. A second Nazi looks to surprise you, but get the jump on him and mow him down. Pull the green throttle lever to start the train back up again.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Enter Prison Car



With the train car moving again, climb up over the coal in the engine car and use the lip of the car as cover. Return fire on the two Nazis guarding the prison car behind you. Once they're down, jump over to the prison car





and enter. The man you at first think is Dr. Kessler turns out to be a Nazi imposter who pulls a gun on you. After a struggle that you win, you find the real Dr. Kessler tied up nearby.

The two of you leap off the train together safely, and the train explodes when it hits your demolitions-wired Picardie track.



## Go to La Villette

Skylar meets you and Kessler on the road with a getaway car. With the Nazis sealing off the area, you can't get Kessler back to British Intelligence easily, so you decide to take Skylar and Kessler back to La Villette.



Follow your GPS route back to La Villette. Head down to the basement HQ and speak with Luc. He's not happy about the uninvited guests,





but at least you've struck another big b low against the Nazi establishment.

## Mission 10: Hard Bargain

### Mission Briefing

**Mission Name: Hard Bargain**
**Mission Type: Transportation**
**Contact: Santos**
**Start: La Villette**
**Destination: Black Market**
**Weapon of Choice: None**
**Requirements: 500 contraband**
**Objectives:**

1. Speak with Santos
2. Gain Area 3 papers

## Speak with Santos





To continue working with the Resistance, you need Area 3 papers, which will let you pass the checkpoints into the most secure section of Nazi-controlled Paris. Leave La Villette and track down Santos in the Black Market area opposite the Belle.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Gain Area 3 Papers





This time Santos will hand over the papers without even having you run a mission. You only need 500 contraband, which should be relatively easy to secure at this point in your sabotage career. If you've recently spent all your contraband, run out and hit some freeplay targets to accumulate the necessary contraband.

## Mission 11: Set Us Up the Bomb

### Mission Briefing

**Mission Name: Set Us Up the Bomb**
**Mission Type: Sabotage**
**Contact: Wilcox**
**Start: Le Havre**
**Destination: Chateau Chambord**
**Weapon of Choice: Siegfaust MK2**
**Requirements: Dynamite**
**Objectives:**

1. Go to Chateau Chambord
2. Destroy Chateau Chambord

## Go to Chateau Chambord





For your last sabotage mission under Wilcox, head out to Le Havre to get your orders. Wilcox wants you to destroy a Nazi rocket base at Chateau Chambord. Pick up a nearby car in Le Havre and follow your GPS route to the target.

## Destroy Chateau Chambord





Security is fairly light at the base. You can waltz straight in if you're in disguise. As with the other sabotage missions, move from one target to the next, plant your explosives, and hurry away before the explosion casts you in a suspicion zone.





Work around the outskirts of the main building and destroy all your targets one by one. Be patient between explosions and let the guards reset into normal patrol patterns before progressing to your next objective.





After you've cleared the sabotage targets on the ground immediately surrounding the main building, move inside. Stay on high alert inside. The close proximity makes it easier to get spotted, and you have to walk by several guards to reach your sabotage targets. Make sure you have no suspicion on you and a clear exit path before planting any dynamite.

primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Next, seek out the rooftop generators. You can't reach them directly from the ladders; barbed wire at the top of the ladders prevents direct access.



Climb three-quarters up the ladder, then leap off and grab the building ledge. Shuffle along the ledge and



around the circular tower until you reach an open catwalk platform.





The guards aren't really looking up high, so you shouldn't have trouble destroying your rooftop targets.



Climb up to each one, plant your explosives, and just make sure you don't get caught in the explosion.





With all the main building targets destroyed, you have one left: the rocket itself. If you've brought along the Siegfaust MK2, your task is simple. Walk up into shooting range of the rocket and blast it from long range without any Nazi interference. If you don't have your very own rocket to take out the big rocket, stealthily make your way in and up to the rocket platform, where you can plant your explosives.

## Escape Route



*You are out in the middle of nowhere on this rocket base. If the alarm goes out, your best option is fighting and running. Finish off any remaining sabotage targets in between returning fire on the pursuing Nazis. As soon as your mission objective is complete, return to your vehicle and floor it back to the city. You should lose any Nazis along the way.*



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 12: On Your Marks...Get Set...

## Mission Briefing

**Mission Name: On Your Marks...Get Set...**
**Mission Type: Racing**
**Contact: Horst**
**Start: Western District HQ**
**Destination: Time trial**
**Weapon of Choice: None**
**Requirements: Vehicle**
**Objectives:**

1. Find a suitable car to race in
2. Enter the city to start
3. Race!

## Find a Suitable Car to Race In



For your first of three racing missions, drive over to the Western District HQ in a car with some pickup. Speak with Horst outside the HQ and he'll fill you in on the time trial. You have around two minutes (depending on your difficulty setting) to race across Area 3 and cross the finish line.

## Enter the City to Start





Return to your car and head back out to the Arc de Triomphe traffic circle. The race begins as soon as you inch out on the sidewalk (location 1 on the map). Pick up some speed—any pedestrians walking by at the wrong time be damned.

## Race!



Hit maximum speed by the time you reach the traffic circle. Veer right and skid around the circle to the other side. Head south away from the Arc de Triomphe.



Make a quick left then a right down the side streets (location 2). Slow down here to navigate the turns, then accelerate when you drive south again.

**On Your Marks...Get Set... mission map**






**CAUTION**

**Do not stop for the Area 3 checkpoint. Odds are you won't have enough time to finish the race if you stop and show your papers like a good citizen.**



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

continue at full speed toward the checkpoint barricade into Area 3 (location 3). Don't stop. Unless you take the course flawlessly, you will not have time to wait for the Nazi guards to check your papers. Barrel through the checkpoint gate and continue flying down the course. It's only a small alarm; you should be able to outrace it quickly without much damage, if any, to your car.



On this part of the course (locations 4 and 5), you can really make up speed. If you notice the clock



climbing closer to your time limit, hit every turn at full speed and jerk the car away from obstructions that will stop you cold.



Near the end of the race, when you exit the city and approach the park, watch out for the stone wall that divides the cobblestone and dirt roads (location 6). Swing out to the right and then take a quick left to stay on track. If you have a few extra seconds, slow down to take the turn properly.

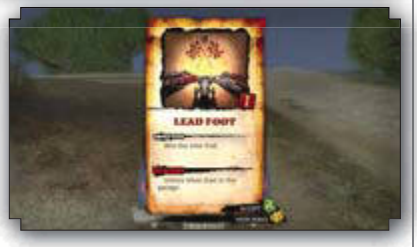


Drive down the last bend and over the stone bridge (location 7). If you can avoid smashing into the stone walls on either side of the bridge it's



a straight shot to the finish line at bridge's end.

When you beat the time trial, you complete the mission and receive the Lead Foot perk. As a reward, the Silver Dart shows up in any garage for you to take a spin in.




# Mission 13: Back in the Saddle

## Mission Briefing

**Mission Name: Back in the Saddle**
**Mission Type: Racing**
**Contact: Adler**
**Start: South of Bercy**
**Destination: Country Race 1**
**Weapon of Choice: None**
**Requirements: Car**
**Objectives:**

1. Find a suitable car to race in
2. Head to the starting line
3. Race!

## Find a Suitable Car to Race In




**TIP**

**To cut down on the competition, pull up to the race in one vehicle, then get out and steal another racer's car. You may gain a faster hotrod, and you'll definitely have one fewer racer to consider.**

Your second race takes you out into the country east of the Latin Quarter. Speak with Adler and he'll prep you on the race. The track runs two laps and you must beat the other five drivers to win.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

**Back in the Saddle mission map**






After the jump, watch for the loop where the track doubles back on itself (location 3). Continue straight through the intersection and around the long loop. Beware of any cars ahead of you that might buzz through the intersection at the same time as you. A collision here could wreck your chances of winning the race.



## Head to the Starting Line



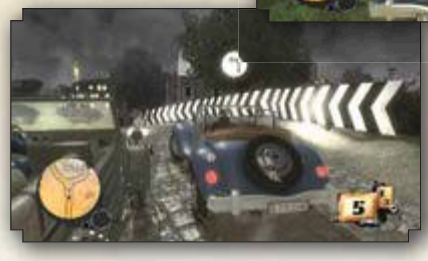
Drive up the road a short distance to the race starting line (location 1 on the map). Rev your engine and hit the gas when the race starts. You have plenty of road to cruise to the front, which you want to do before you reach the twisted parts of the track later.



## Race!



Heading into the jump (location 2), get up as much speed as possible and stay to the middle of the track. The more momentum you get, the more mud you'll clear on the other side of the jump and the faster you'll go. If you come up short, the thick mud slows you down.



Exiting the loop and intersection, look for a steep left-hand turn that takes you toward the city (location 4). If you enter the turn with other traffic, you will have to jostle ahead of your competition.



As you approach the city section (location 5), you'll pass two Nazi guards, but they won't set off any alarms, so pass them without a second glances. Deal with any pursuit, which you will shake almost immediately once you leave the city limits. If you are trailing anyone, they will have smashed through the barrier and cleared the area to make it easier for you.



primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



When you return to the country part of the track, you'll see another steep



left turn (location 6) followed by a bend back to the right. Slow down to take the turns and then make up time on the riverfront straight-away (location 7).





Accelerate on the riverfront straightaway and prepare for a jump at the end. Control your car as you land so that you can veer to the right onto the dirt path again.





Cruise through the final turns and exit out of the trees toward the finish line. If you can hold the lead through two laps, you win the race.




As a reward for winning Country Race 1, you earn the Speed Demon perk and unlock Skylar's Drake Custom in the garage. Enjoy the ride whenever you have a need for speed.

## Mission 14: South of the Seine

### Mission Briefing

**Mission Name: South of the Seine**
**Mission Type: Transportation and combat**
**Contact: Luc**
**Start: La Villette**
**Destination: Latin Quarter**
**Weapon of Choice: Tommy MG**
**Requirements: Vehicle**
**Objectives:**

1. Get in car
2. Take Luc to the meeting
3. Meet with Mingo and Bonnaire
4. Fend off the ambush
5. Get in a car
6. Pick up the Resistance leaders
7. Escape the Nazis
8. Take leaders to the Catacombs

## Get in Car



Back at La Villette, Luc wants to broaden his network of Resistance contacts. He has a meeting planned with two of the other Resistance leaders: Margot Bonnaire, whom you've already met, and Duval Mingo, leader of the Resistance fighters in Area 3. Go out and find a vehicle; Luc wants you to chauffeur him to the meeting.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Take Luc to the Meeting





Follow the GPS route into Area 3 and to your destination in the Latin Quarter. It's your first meeting in the dangerous zone, so stay alert for Nazi activity and try not to provoke any unnecessary suspicion.

## Meet with Mingo and Bonnaire



Pull up to the park in the Latin Quarter and follow Luc to the meeting place. During the conversation, Margot mentions that she believes it's a bad idea for all three prominent Resistance leaders to meet out in the open like this. Sure enough, she's right.



## Fend Off the Ambush





The Nazis ambush you in the park, hoping to cut off the heads of the Resistance in one fell swoop. They arrive in armored vehicles on the street where you parked your own car. Turn around and use the stone walls for cover as you return fire on the incoming Nazis. Lob grenades into the street at any Nazi vehicle that pulls up. If a Resistance leader starts taking fire, turn your focus on the offending Nazis. You can't have any of your Resistance friends die or the mission ends in failure.

## Get in a Car



As soon as the objective switches and tells you to "Get in a car," run out to the street and hop in your vehicle. There are fewer bullets if you run the opposite direction from the firefight; however, there's also no guarantee that you'll find a car quickly. Shoot your way to the vehicle if you have to clear space.

## Pick Up the Resistance Leaders



Once inside the vehicle, pull up to the curb between the end of the iron fence and the corner of the adjacent building (the same entrance you and Luc used to attend the meeting). The Resistance leaders will climb aboard as soon as they can through the Nazi bullets and blasts.

## Escape the Nazis





Drive forward and past any Nazi vehicles that may block the road. Get up to full acceleration as soon as you can. Most likely, based on how many Nazis you've killed in the battle, the alarm will be at a higher than normal level, which means you'll have to drive even farther to reach safety.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Take Leaders to the Catacombs

No matter what shape the car is in, keep driving toward the Catacombs in the Latin Quarter. If the alarm follows you, continue driving until you shake the Nazis and then double back. Follow your GPS route to the Catacombs and you've just discovered a new Resistance HQ from which to launch new missions.







## Escape Route



*When the alarm sounds during the ambush, there are plenty of hiding places nearby. Unfortunately, you can't go running off to them and leave the Resistance leaders behind. Since one of your mission objectives is to pick up the Resistance leaders and escape, that's exactly what you're going to do. Normally, you want to ditch the Nazis on the way to the Catacombs—you won't have to do extra damage if you lose them near the HQ—however, if the heat gets too great, crash through one of the checkpoints and lose them in another, less-defended area of Paris.*

## Mission 15: Loose Lips

### Mission Briefing

**Mission Name: Loose Lips**
**Mission Type: Assassination**
**Contact: Duval**
**Start: Catacombs**
**Destination: Saint Germain**
**Weapon of Choice: Viper SMG**
**Requirements: Disguise**
**Objectives:**

1. Find Francine
2. Kill Francine
3. Recover Francine's locket
4. Return the locket to Mingo

## Find Francine





Check out the new Resistance HQ at the Catacombs, and resupply if you're in need of new weaponry and ammo. Speak with Duval when you're ready. He'll tell you that his wife, Francine, has betrayed him and the Resistance to the Nazis. He needs you to kill her so she can't do any more damage and, especially important, to retrieve Francine's locket, which has Resistance secrets hidden within it. The mission location is only two blocks northeast of the Catacombs. You can take a quick stroll and be there in seconds.

## Kill Francine



Locate Francine's building and survey the perimeter. She sings for the Nazi troops within, so you'll need a Nazi disguise to slip in



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



unseen. It's possible to assassinate Francine from the rooftop with a sniper rifle. Unfortunately, you also have to retrieve the locket, and if you kill her at long range, the Nazis will be crawling all around her body and cut you off from an opportunity to get that locket.





Instead of a long-range assassination, put on the disguise and walk up to the back of the crowd. Wait for Francine's performance to end, then follow her. As soon you're out of the immediate suspicion zone of any Nazi, take her out. Even if some Nazis might see you and raise the alarm, kill her anyway if you have her alone in an isolated spot that gives you a few seconds to search her body.

## Recover Francine's Locket




After you kill the traitor, search her body for the locket. If you've maintained stealth, you can walk back out of the Nazi party and back to Duval without a hitch. If you've raised the alarm during the assassination, make a run for it.

## Return the Locket to Mingo





Shake any Nazi pursuit and double back to the sewer entrance that leads into the Catacombs. Duval waits for you here, not in the HQ (it will be marked on your map with a yellow pin). Duval thanks you for the locket and the end to an unpleasant situation.



### Hiding Spot



*If the alarm sounds at Francine's party, escape the complex and head to the rooftops. Look for the closest hiding spot and duck into the shack as soon as the coast is clear. Unless you've gone on a shooting spree, the alarm should be minor and easy to hide from.*



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 16: The Hunter or the Hunted

## Mission Briefing

**Mission Name: The Hunter or the Hunted**
**Mission Type: Assassination**
**Contact: Duval**
**Start: The Catacombs**
**Destination: Nazi HQ**
**Weapon of Choice: Viper SMG**
**Requirements: None**
**Objectives:**

1. Talk to the Resistance commander
2. Kill the snipers
3. Kill the Wolf
4. Escape the Nazis

## Talk to the Resistance Commander



For Duval's final mission, he asks you to speak with a Resistance commander outside a Nazi HQ holding a high-ranking officer named the Wolf. Because of recent successes against the Nazis, the Wolf has taken notice of the French Resistance and Duval has word that the Wolf is gunning personally for them. It's either you or him, so you opt to eliminate him before he sets his sights on you. Follow your GPS to the Resistance commander's position out on the corner near the Wolf's base. The commander needs help clearing snipers out from the main gate so his men can enter, but before you can get there, Nazi reinforcements arrive on the scene.



## Kill the Snipers





Take a position by the commander and use the nearby sandbags as cover (location 1 on the map). Return fire on the arriving Nazis. Attempt to drop them at range, but if any push down the road, put some bullets in them before the Nazis can hurt you or your new allies.





Once the reinforcements have been stopped, move across the street and hunker down behind a bench or tree for cover (location 2). Zoom in on the short rooftop above the Wolf's HQ. Several snipers harass the commander's men below on the street near the main gate. Pick them off one by one with your sniper rifle. If you don't have a sniper rifle, slip in closer and clear the roof with a few grenade tosses.



With the snipers dead, approach the main gate (location 3). Watch out for the explosion that rips apart the area. Climb through the wreckage and support the commander's men as you invade the Nazi base.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Kill the Wolf





Fight through the first courtyard. Stay quick on the trigger as you spin from target to target, and, of course, use whatever cover you can find to defend your back and secure better firing positions on the enemy. Press forward and gain the corner on the far side of the courtyard (location 4). Around the corner, an alley leads to a second courtyard, which is heavily defended.





Stay at the corner and pull out your sniper rifle. Scan the rooftops for guard towers and enemy snipers. Before attempting the alley, pick these targets off, especially the Wolf's personal machine gunner, who spits hot lead down on you from the Wolf's bungalow porch. You don't want to get caught in a crossfire. When you only have the courtyard enemies to deal with, rush in and lob a few grenades into the enemy groups (location 5). Eliminate any standing Nazis with machine-gun fire.





At the back of the second courtyard, make your assault on the Wolf's bungalow (location 6). Climb the walls beneath the Wolf's porch and look out for any Nazi guards you may have missed.





Assault the Wolf's porch (location 7). Climb up over the sandbags, and if you killed his personal gunner earlier, you have only the Wolf himself to deal with. Standing on the sandbags, shoot down and assassinate him with a couple of quick bursts to the head or chest.

## Escape the Nazis



The alarm goes off the second the Nazi reinforcements arrive at the beginning of your mission. It will continue to escalate as you kill more Nazis and approach the Wolf. By the time you kill the Wolf, you will want to find a hiding spot quickly to avoid more and more Nazi reinforcements.



### Hiding Spot



*With all the Nazis around the Wolf's home base and all the shooting attracting outside reinforcements, the alarm will continue to grow. Your best option for escape is to look for a nearby hiding spot (see the map). There are two, depending on which direction you leap down from after killing the Wolf: one on the opposite side of the Wolf's compound and one across the street. Based on your location at the time of the assassination, it's probably easier to cross the street and hide in the safehouse until the alarm quiets.*

primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 17: The Bavarian Candidate

## Mission Briefing

**Mission Name: The Bavarian Candidate**
**Mission Type: Transportation and combat**
**Contact: Dr. Kwong**
**Start: The Catacombs**
**Destination: Chinatown**
**Weapon of Choice: Viper SMG**
**Requirements: Vehicle**
**Objectives:**

1. Meet up with the Nazi
2. Pick up the brainwashed Nazi
3. Drop off the brainwashed Nazi
4. Wait for the brainwashed Nazi
5. Kill Bauer
6. Escape the Nazis

## Meet Up with the Nazi



In the Catacombs HQ, speak with Dr. Kwong to begin his mission chain. For your first mission, Kwong lets you in on a secret: He has brainwashed a Nazi, Corporal Spitz, to deliver a package of explosives to kill General Bauer. He says all you have to do is drive him to the destination, but it's not going to be that easy.

## Pick Up the Brainwashed Nazi



Borrow a vehicle from somewhere and follow your GPS route to pick up the brainwashed Corporal Spitz on the street corner. Spitz isn't much of a talker, repeating the same brainwashed phrases over and over, so don't expect much information from the Nazi.

## Drop Off the Brainwashed Nazi

Pull up to the destination in Chinatown and let Corporal Spitz out. He proceeds to the Nazi HQ with his explosive package.



## Wait for the Brainwashed Nazi







You wait for Spitz in the car as the brainwashed Nazi recites his programmed speech to get the package of explosives inside the HQ. Unfortunately, even the unsuspecting Nazis guarding the place suspect something. When they quiz him further, he just repeats himself, the alarm sounds, and the bomb blows up at the gates instead of in Bauer's lap.

## Kill Bauer



It's now up to you to kill Bauer. Get out of your vehicle and attack the guards at the front gate, who will most likely come charging down the side street at you. Stick to the walls or use your car as cover and shoot back until they're dead.



Approach the shattered main gate and mow down any Nazis in the area. If you have an ample grenade supply, toss one or two ahead of you as you proceed to soften the Nazi defenses.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The main Nazi defense sits up on the next courtyard behind the iron fence. Throw more grenades up here and use the steps in the middle as cover. You can peek up over the rise, fire, and retreat if you need cover. Be sure to get all the Nazis behind the sandbags before leaving yourself vulnerable and attempting a charge.





You'll find Bauer in the back alley hiding behind some crates. If his guards are gone, push forward to the crates and use them as cover.





From your cover at the crates, line up the perfect shot on Bauer. Eliminate him and complete the mission.

## Escape the Nazis



If you make quick work of Bauer and his Nazi bodyguards, the alarm level should stay low. Drive off in your original vehicle and return to Catacombs HQ.

### Hiding Spot



*You shouldn't have much trouble escaping this alarm. Drive out of Chinatown at high speed. Swing north then west to shake pursuit. When you get close to the Catacombs, twist through the back streets to slip any remaining Nazis and you'll be safe soon enough.*

## Mission 18: Guardian Angel

### Mission Briefing

**Mission Name: Guardian Angel**
**Mission Type: Rescue**
**Contact: Dr. Kwong**
**Start: Chinatown**
**Destination: St. Sulpice**
**Weapon of Choice: Scoped Steiner**
**Requirements: Sniper rifle**
**Objectives:**

1. Go to St. Sulpice
2. Climb to the terrace
3. Give the radio confirmation
4. Keep an eye on Kwong
5. Kill the first assassin
6. Kill the second assassin
7. Protect Kwong's escape

## Go to St. Sulpice



After speaking with Dr. Kwong in Chinatown, drive over to St. Sulpice by following your GPS coordinates. Kwong fears the Nazis plan to assassinate him at an outside rendezvous. It's your job to protect him.

primagames.com



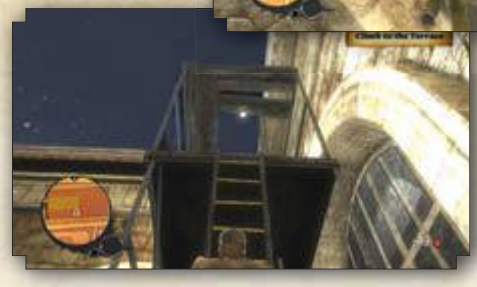
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Climb to the Terrace





When you arrive at St. Sulpice, circle around to the back of the church and climb up the scaffolding. Run along the outside of the building and climb more scaffolding to reach the roof.





Follow the roof line (you can see the Eiffel Tower in the distance) until you reach the stone wall that marks the outside of the sniper's nest.





Wait for the closest Nazi sentry to walk past you on his patrol. When his back is to you, climb over the stone wall and gun down both the first Nazi sentry and his partner to your left. If the guards manage to raise the alarm, kill them, then pull the alarm box in the nearby corner to silence things.

## Give the Radio Confirmation



Access the radio to start getting updates from your partner on this mission, an associate of Kwong's who is watching the meeting and will give you instructions when he sees Nazi activity.

## Keep an Eye on Kwong

Kwong pulls up to the square and walks to the center bench to talk with his contact. Notice that Kwong has a health bar; if it drops to zero, the mission ends in failure. Keep him from taking damage at all costs. Kwong is a lightweight and dies quickly under fire.





## Kill the First Assassin

Your partner calls out the first assassin to your left. Look at the balcony on the long building and snipe the Nazi assassin before he can draw aim on Kwong. You only have a few seconds to make the shot.



## Kill the Second Assassin

Your partner calls out the second assassin to your right. Look at the balcony above the tree and snipe that Nazi assassin quickly. Again, you only have one or two shots to prevent Kwong's assassination.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Protect Kwong's Escape





To get Kwong out of there, the Resistance sends a car for him on the road directly in front of you on the far end of the courtyard. Keep Kwong alive while he heads for the car. Nazis storm the square to kill the doctor. Start sniping as many as you can to keep bullets from flying at Dr. Kwong. Pick off two or three Nazis in the square and that should buy enough time for Kwong to escape.



Once Dr. Kwong gets in the car and leaves, the mission is a success. You can give up the mantle of guardian angel and get back to your devilish ways.

## Mission 19: Deutschland Uber Phallus

### Mission Briefing

**Mission Name: Deutschland Uber Phallus**
**Mission Type: Sabotage**
**Contact: Dr. Kwong**
**Start: Chinatown**
**Destination: The Pantheon**
**Weapon of Choice: Viper SMG**
**Requirements: RDX**
**Objectives:**

1. Go to the Pantheon
2. Enter the Pantheon
3. Reach the top of the Pantheon
4. Destroy the uber gun

## Go to the Pantheon





For your final mission with Dr. Kwong, he asks you to destroy an uber gun the Nazis are using to intimidate their enemies. Take a car and follow your GPS route to the Pantheon, which holds the cannon.

## Enter the Pantheon





Before you enter the restricted area around the Pantheon, walk up the sidewalk and look for a lone Nazi to stealth kill or brawl into submission. With a disguise you can walk straight into the Pantheon without anyone questioning your appearance.

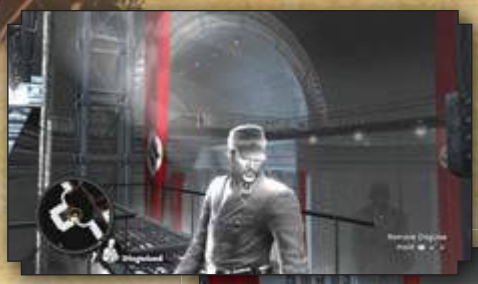




Inside the building, a Nazi guard patrols the central chamber and the foyer. A few seconds after you enter the foyer, he will walk out from the central chamber. Walk past him and enter the central chamber. Continue walking to your left and look for the tall ladder on the left side past the stack of flammable barrels.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Climb up the ladder and walk out on the catwalk away from the wall. Look for the elevator on the platform with yellow highlights. A single Nazi guard watches the platform, but you can walk past him, press the elevator button, and rise up to the next level without filling up your suspicion meter.





On the next level, circle around the catwalk until you reach another elevator. Take this one up.





When you get to the piston room, enter and then look for the ladder climbing up to the next level. Head on up carefully.



It might have been quiet for a while, but on the gear level, enemies can fire on you from the walkway above. Use the walls as cover and fire up through the catwalk floor to kill off any Nazis who move on you. Climb to the catwalk above if you don't see any Nazi movement for a while.





When you arrive on the catwalk, take cover behind the crate in front of you. Return fire on any Nazi guards or scientists still alive on the circular platform. Use a grenade if you can catch more than one Nazi in the blast or want to shake them out of their defensive position.





## Reach the Top of the Pantheon



Continue up to the next platform. Finish off any remaining Nazis and look for the uber gun.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Destroy the Uber Gun



Plant your RDX on the gun and then retreat down to the next level. Remotely detonate the explosives and finish the mission without catching yourself in the blast.



## Escape Route



*Retrace your steps down the Pantheon to escape the Base Alarm. Look out for any Nazi guards or scientists you skipped on the climb up; you may have to deal with them on your descent, or you can try to skip them again if you can get down before they open fire on you. Once you leave the building, you should be safe to jump in your car and cruise away to safety.*

## Mission 20: Repo Man

### Mission Briefing

**Mission Name: Repo Man**
**Mission Type: Theft**
**Contact: Vittore**
**Start: The Belle**
**Destination: Eckhardt's chateau**
**Weapon of Choice: Viper SMG**
**Requirements: Dynamite**
**Objectives:**

1. Approach the chateau
2. Find a way in
3. Blow up the entrance
4. Find the Aurora
5. Lower the car lift
6. Escape with the Aurora
7. Bring the Aurora to Vittore

**Repo Man mission map**



## Approach the Chateau



Vittore discovers that General Eckhardt has the Aurora hidden in a private chateau to the north. After speaking with Vittore in the Belle's garage, drive a vehicle up to the chateau by following your GPS route. Park in front of the chateau outside of the restricted area (location 1 on the map).

## Find a Way In





If you want a disguise to sneak into the chateau, head down the hill to your right from the main gate and look for several Nazi guards patrolling around the barn area. Wait for one of the guards to break off from the group and then stealth kill him with no one looking.

primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Continue along the fence perimeter until you run out of fence and pass a large boulder on your left. Enter the compound between the boulder and river on your right (location 2). You'll see a series of guarded platforms up the side of the mountain. Your goal is the top platform overlooking the chateau (location 3).





It's difficult to steal through all the guards here. Don't fret if you raise the alarm. Fire on the first platform, secure cover on it (usually along the cliff face), and attack the second platform. Continue up until you've eliminated all the Nazis and made the summit.





## Blow Up the Entrance

Up top you should see a gazebo off to your left lit by a red glow (location 4). That's the entrance to the underground area where the Aurora is being kept, and it's your target for the explosives you carry.







First, though, you must deal with the Nazi guards in the area. Throw a few grenades toward the houses and destroy the Nazi guards up on the porch below the lighthouse tower. Next, take cover behind the trees beneath the platform and wait for more Nazis to come investigate the fireworks. Snipe them at long range with a rifle, or gun them down with your machine gun if they near your hiding spot.





Cross to the stone wall and the short set of steps leading up to the back of the gazebo. Watch for more Nazis on your flank and pick off anything that moves.



When all is quiet, sprint out and plant your explosives on the gazebo floor and sprint back to the stairs for cover. The explosion reveals a secret staircase down to the basement level.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Find the Aurora





A flamethrower Nazi and a second guard defend the room at the base of the gazebo stairs. Toss a grenade down the steps or spray a clip down the hole to kill them both before proceeding.




Continue on and in the spiral staircase kill another Nazi guard blocking your way.







Approach the wine cellar and cut down any Nazi you can see from the doorway. Scan left for a Nazi in the corner near the red light, then back again for a third Nazi on the far side of the cell. Shoot them both and wait several seconds for any reinforcements. If it's all clear, move on.





Peek inside the next room and remove any threats if any Nazis appear. The window on the opposite side of the room gives you a glimpse of the Aurora up on a lift in Eckhardt's garage (location 5).

## Lower the Car Lift



Slip across to the garage door and use the door as cover as you surprise the Nazi guards inside. Scan from right to left as you



pick off the Nazis. If you need additional cover or want a better shot, move up to the short stone wall between the doorway and the Aurora. As soon as the last Nazi falls, head over to the lift lever and let down the Aurora.

## Escape with the Aurora





It feels good to get behind the driver's seat of the Aurora. Rev the engine, press the accelerator, and don't stop for anything. Run over any Nazis if you need to as you blaze through the cavern tunnels.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Floor it out of the cavern exit and continue the escape out in the French countryside. Shake whatever pursuit still lingers.

## Bring the Aurora to Vittore




Drive back to Vittore at the Belle. The Aurora plays a big part in the final plans the Resistance has against the Nazi regime.



### Escape Route



*The Aurora's speed is more than a match for any of the Nazi vehicles trying to hunt you down. Race back to the Belle from the chateau and you will outrun any pursuit. If you still have Nazis on your trail at a city limits checkpoint, crash through the checkpoint and lose the Nazis in the twists and turns of the Paris street corners.*

# Mission 21: Boiling Point

### Mission Briefing

**Mission Name: Boiling Point**
**Mission Type: Rescue**
**Contact: Bryman**
**Start: Hotel de Ville**
**Destination: Hotel de Ville**
**Weapon of Choice: Terror Shotgun**
**Requirements: Explosives**
**Objectives:**

1. Get to Gestapo HQ
2. Search the library
3. Pull the book
4. Search the basement
5. Kill two Terror Squad soldiers
6. Escape basement
7. Enter the boiler room
8. Find way through the door
9. Escape basement
10. Rescue Maria
11. Call elevator
12. Defeat the Terror Squad soldiers
13. Rescue Maria
14. Get to escape elevator
15. Escape the Gestapo HQ
16. Take Maria to La Villette

## Get to Gestapo HQ



Bryman has news on Maria Kessler. Meet him outside the Gestapo HQ at the Hotel de Ville (check your map for the exact location), and he'll fill you in. The Nazis have Maria inside the Gestapo HQ, and you have a choice for your rescue attempt: bust in the door and start shooting or stealthily infiltrate the HQ from the top floor down.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The best option is to try and sneak through the HQ as long as possible. Eventually, the alarm will sound, but the deeper you penetrate, the fewer bullets you have to face. Climb the building on





the opposite corner from the Hotel de Ville and look for a power line that connects that building to several power stations in front of the hotel.



Slide down to the first tower, then on to the second, before climbing



hand-over-hand down the short power line to the hotel. Walk along the ledge, jump up to the short porch on your right, and open the top-floor window. You're in.





The first room is empty. Sneak down the corridor quietly and stealth kill the Gestapo agent in the radio room around the corner and ahead of you. Put on his uniform if you want an upgrade from the normal street Nazi.



Advance down the corridor and stop at the next corner. Look to your left. You'll see a Nazi guard pacing the carpet around the stairwell. He retreats out of sight to the right, then returns on his patrol. Slide up the corridor along the right wall and stealth kill him when he emerges on his next pass.







Another guard patrols the corridor below you on the next floor. Climb over the banister and hang down so you can see in the lower corridor. When the guard turns his back to you, drop to the lower level and keep out of sight in the nearby shadowy corner.



Two more guards patrol the stairs on the bottom floor. At this point, you'll probably have to start shooting. Rush down the stairs and take them both by surprise. The library is the next room over. Keep your eyes peeled for any Nazi movement still in the house.

## Search the Library

Enter the library, but stay alert for Nazis above you. There's a walkway on the floor above the library that overlooks the ring of





bookshelves. Use the library columns as cover if you need to return fire.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Pull the Book



A secret passage hides behind the bookshelves. Pull the marked book (the one with the yellow marker over it) and the secret door slides open to your left.



Prepare for a gunfight. Two Gestapo agents defend the secret corridor.



Surprise them around the corner and cut them down with your machine gun.

## Search the Basement

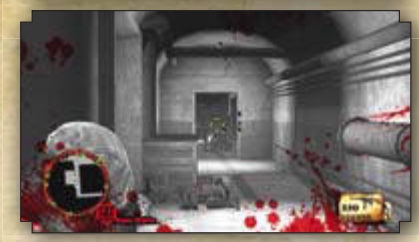




Continue to the stairs leading down into the basement. More Nazis defend the corridor. Use corners and door frames as cover, and don't advance until all Nazis are down. If you need extra firepower, toss out a grenade, but watch out for the low ceilings—you won't be able to throw the grenade as far as you can outside.



When you reach the first corner in the basement, more Nazi reinforcements attack. Stay at the corner and return fire until you have no more Nazi movement.





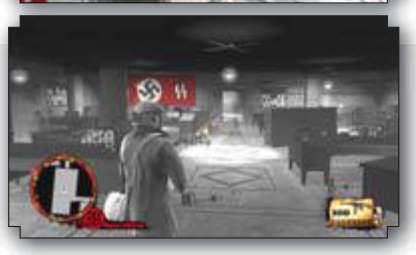
Walk forward and train your weapon to the left when you approach the small side room. Kill the Nazi in that room, then swing back and focus on the large room ahead.





Proceed into the office area and fight through the Nazi defenders. You have ample cover between doors, walls, desks, and file cabinets.





One or two grenades can clear the area quickly if you catch multiple Nazis together. Exit out the back of the office area and approach the next corridor.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Kill Two Terror Squad Soldiers




Two Terror Squad soldiers guard the cell block in the next area. Terror Squad soldiers can take a lot more damage than the average Nazi and are equipped with powerful weapons that can wreck you in two seconds flat. Keep your finger on the trigger and barrage them with machine-gun fire as they approach. They need to close to be more effective with their Terror Squad Machine Gun. While they close, hit them with a grenade or pour more bullets into their armored chests.





Once one dies, pick up the Machine Gun for yourself; it's much more effective against the Terror Squad soldiers than your other weapons. One of the Terror Squad soldiers may retreat into a side room, in which case you'll have to get in close and gut him with a shotgun blast or heavy machine-gun fire.

**TIP**

**Save your Terror Machine Gun to use against Terror Squad soldiers only. It's overkill to use on normal Nazis, and you have limited ammunition.**

## Escape Basement



Pull the nearby lever to open the cells and free the Resistance member, who joins your escape. Now you have to figure a way back out of the basement.

## Enter the Boiler Room



Reinforcements arrive from behind you. You can't win that fight, so enter the boiler room and look for the locked door. You must escape through that locked door.



## Find Way through the Door



Plant explosives on one of the boilers and hide in the opposite corner. After the explosion that crumples the locked door, race through into the revealed corridor and head toward the steam-filled stairwell. Kill the Nazi guarding the stairwell.





## Escape Basement

Head back up the stairs and into the burning house. It seems your explosion worked a little too well. Now you have to contend with flames and Nazi bullets.



primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

**TIP**

**It's a long mission through the Gestapo HQ. Restock any time you spot a supply crate.**

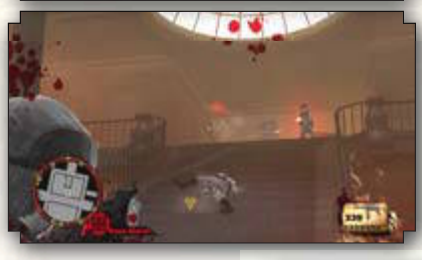
## Rescue Maria





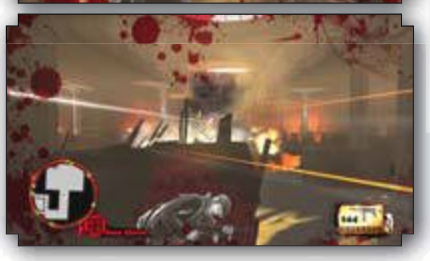
Enter the burning room opposite the stairwell. You have multiple Nazis to kill before you can advance in this room. Stay on your side of the room and use broken and burning furniture as cover.





If you have extra grenades, toss one at the exposed Nazis. Slowly advance on the stairwell as Nazis fall to your bullets.





Climb the stairs and stop at the next corner before the corridor opens up into the next room. A large hole in the floor obstructs straightforward movement in this room; you will have to navigate around the walls to reach the far side, and the Nazis have that covered.



Repeat your tactics in this room, using



furniture for cover and lobbing grenades to kill multiple targets if you have any left. Expect heavier fighting when



the Terror Squad soldier shows up.

## Call Elevator




Once the room is cleared, you can call the elevator. Take it to the outside balcony where Maria is held.

## Defeat the Terror Squad Soldiers




Three more Terror Squad soldiers guard Maria. Grenades work best for taking down the Terror Squad soldiers; however, be careful not to toss them too close to Maria. It's better to let them come to you to ensure your damage strikes your foes.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





Take the left stairs down off the upper balcony and position yourself at the corner looking into the main balcony area. Return fire from the corner, ducking back to safety whenever you take multiple hits.



Roll a grenade out at the feet of the nearest Terror Squad soldier and hope for a one-shot kill. Rely on any Terror Squad weaponry you were able to scavenge for the fastest results in taking them down.

## Rescue Maria

Approach Maria when her Terror Squad captors are all dead. She will follow you as you escape the HQ.



## Get to Escape Elevator




Return to the elevator and take it down to street level.

## Escape the Gestapo HQ



Run out of the Gestapo HQ. Don't bother with returning fire unless Maria can't keep up with you. You want out as quickly as possible.



## Take Maria to La Villette



Grab any vehicle you can find and wait for Maria to hop in the car. Zoom back to La Villette. You've completed another rescue and given Dr. Kessler back his daughter. It's all looking good, until you get back to the slaughterhouse and the next mission begins.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 22: Lambs to the Slaughter

## Mission Briefing

**Mission Name: Lambs to the Slaughter**
**Mission Type: Combat**
**Contact: Luc**
**Start: La Villette**
**Destination: La Villette**
**Weapon of Choice: Viper SMG**
**Requirements: Explosives**
**Objectives:**

1. Exit Slaughterhouse HQ
2. Get to the fight
3. Clear Slaughterhouse interior
4. Defend rear
5. Stop the sappers
6. Defend the front
7. Stop the sappers
8. Defend side
9. Destroy tank
10. Get to Kesslers
11. Pick up Resistance members
12. Go to Catacombs HQ

## Exit Slaughterhouse HQ



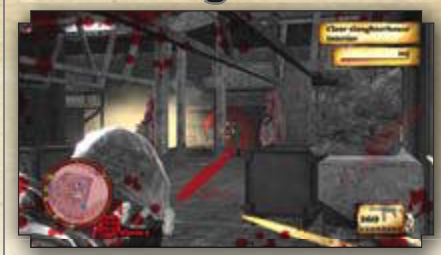
After you rescue Maria and return to La Villette, the Nazis stage a surprise of their own: They ambush the slaughterhouse. Luc claims that you must have been followed, but you know better, which means there's a traitor in your midst who tipped off the Nazis. Exit the HQ and head upstairs to the battle.

## Get to the Fight

Follow the Resistance members up the stairs to the slaughterhouse interior. The Nazis have already broken inside and bullets are flying.



## Clear Slaughterhouse Interior





Come out firing and support your Resistance allies as they take on the Nazis. Hide behind crates and hanging slabs of beef for extra coverage. Once you've pushed the Nazis out of the interior, turn to the rear entrance.

**TIP**

**If your ammo gets light, search around the slaughterhouse for supply crates to resupply.**

## Defend Rear





Advance on the rear entrance and pick off any Nazis you can see from the warehouse door. Take cover near the door and scan the yard for more Nazi targets. If you see a vehicle pull up, throw a grenade at it. If you can catch all the Nazis in or around the vehicle when the grenade explodes, you'll have fewer guns firing back at you.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Stop the Sappers





When the sappers arrive to plant explosives on the building, make any sapper you see your first priority. You must kill them before they reach the building's side. Draw careful aim on each sapper, and if you can't gun one down, it's well worth using a grenade to finish him off.

## Defend the Front





More Nazis arrive at the front entrance. Once the rear is secure, run to the other side of the slaughterhouse and hunker down in front of the car or crates out front. The attack will come from the main gate. Open fire on the vehicles as they pull in, and throw a grenade or two to slow up the invasion.

## Stop the Sappers



When the second sapper wave advances on the slaughterhouse, try to cut them down before they cross the courtyard. The more time you have to gun them down, the better your chances of survival. In an emergency, follow the sapper to the slaughterhouse wall and kill him at point-blank range.

## Defend Side





With the front area secure, race up to the top level of the slaughterhouse and man the mounted machine guns on the side. The HQ has a health meter during this stage; you must eliminate the vehicles as they arrive and prevent them from damaging the building. Concentrate steady fire on the first vehicle. If you put enough hot lead into the engine, the vehicle will explode and damage the trailing vehicles, making it easier to detonate the others.

## Destroy Tank




You have one huge threat left: a Nazi tank. When you see the tank rolling down the street, leave the side guns immediately and go downstairs.





The tank parks outside and continues the barrage on the HQ. Use cover to run across the courtyard and hide up against the building to the right of the tank. Inch out to the corner and take a peek. If there are any Nazis still guarding the tank, you will have to kill them quickly.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Lean out from the corner and blast the nearby Nazis. Clear the defenders, then run up to the side of the



tank and plant explosives. Return to the corner quickly to get out of blast range.



One explosives charge should do the trick. When the tank is nothing but shrapnel, the Nazi attack ends for now. There will be reinforcements, but for now you have a few minutes of peace.

## Get to Kesslers



Run back to the garage area and pick up the Kesslers. La Villette has been compromised; you will have to abandon it and move to another Resistance HQ.

## Pick Up Resistance Members



Get in the waiting car and wait for all the Resistance members to file in. Drive away from La Villette and leave it behind for good. Luc and Veronique get separated from you in the chaos, and though Luc escapes too, the Nazis capture Veronique.

## Go to Catacombs HQ



Seek out safe refuge at the Catacombs HQ in Area 3. Events are converging on a major confrontation between Resistance and the Nazi regime, and the Catacombs will serve as your staging ground.

## Mission 23: Dark Reign

### Mission Briefing

**Mission Name: Dark Reign**
**Mission Type: Sabotage**
**Contact: Bryman**
**Start: The Catacombs**
**Destination: Saint Germain**
**Weapon of Choice: Scoped Steiner**
**Requirements: Explosives**
**Objectives:**

1. Locate the first radio box
2. Plant the seven bugs

## Locate the First Radio Box





For your next mission Bryman has discovered a means to track down the captured Veronique. He gives you several radio boxes to bug, and the conversations on those radio boxes should give you Veronique's location. Jump in a vehicle and follow the GPS route to the area with the first radio box.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Plant the Seven Bugs





Look to the overcast skies and search for the yellow arrow that marks your first objective point. Climb up the building to reach the roof. If you take the drain pipe, you can come up right behind the unsuspecting Nazi guard by the first radio box.



Take out your sniper rifle to look ahead to the buildings where the wires lead you next. Look for any Nazi movement and snipe the Nazis so you won't have to deal with them later. However, don't take too much time to kill potential threats; you have limited time to plant all seven bugs and can't spend a lot of it sniping targets.





Slide down to the next roof and plant your bug. If you didn't kill him earlier, there will be a single Nazi sentry at this roof radio box.







Look for your next wire and take a moment with your sniper scope to knock down more Nazi guards in the distance. Once you've removed immediate threats, slide down to the next radio box and plant your bug.







If you've picked off the Nazi on the rooftop with the long ladder, you can slide down to plant the next bug unopposed. Otherwise, slide down and expect a close-combat fight at the box.





Climb the long ladder up to the metal platform. Take a running start and leap across the street to land on the building's face on the opposite side. You don't have time to do this the careful way. Take the damage and keep climbing up to the roof.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 24: Needs of the Few...or the One

## Mission Briefing

**Mission Name: Needs of the Few...or the One**
**Mission Type: Rescue**
**Contact: Bryman**
**Start: Sewer hideout**
**Destination: Île de la Cité**
**Weapon of Choice: Terror Shotgun**
**Requirements: None**
**Objectives:**

1. Infiltrate fueling platform
2. Find radio
3. Radio Bryman
4. Board zeppelin
5. Go to Notre Dame
6. Get to the Palace of Justice
7. Stop execution
8. Protect Veronique
9. Man the gun
10. Protect the truck
11. Destroy the roadblock
12. Protect the truck



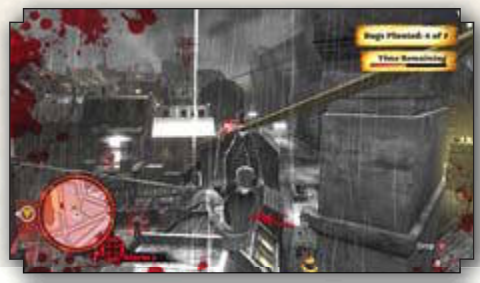


Up top, turn to your left and snipe the next Nazi sentry. Look for more targets if you have the time. The more you kill, the easier it gets later. Cross to where you killed the first sentry and plant your next bug.





Slide down to the next roof and kill the lone Nazi on the roof (or snipe him earlier if you have time). Plant your sixth bug on the nearby radio box. Use the roof between your current roof and the final courtyard as cover to attack the remaining Nazis. Throw whatever grenades you have down to soften the defenses. Pick off any Nazis you see as long as you can. When the time remaining drops below 20 percent, it's time to make your move.





Slide down the final wire into the courtyard. Drop down into the courtyard corner and hide behind the stack of crates. Return fire from there on any remaining Nazis, but if the time grows short, make a run for the alarm box on the wall opposite the crates. Set your last bug to complete the mission and fight your way to the street if you still have Nazi bullets flying around.

## Infiltrate Fueling Platform



With all that has happened, Bryman chooses to meet you in a secret sewer location. Check your map to find Bryman's location.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



To save Veronique, Bryman sends you to a fueling platform. The plan is to board a zeppelin there, fly in to Notre Dame cathedral, and stop the execution on the Île de la Cité. Exit the sewer through the tunnels and you'll emerge in front of the fuel platform.



## Find Radio

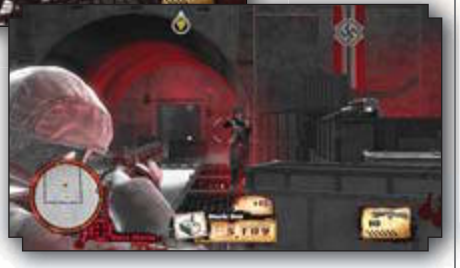


Swim across the water and climb up to the dock via the left ladder. Put your back to the station wall and look out on the large dock area where a Nazi soldier patrols. Sneak up on him and stealth kill if you can or simply unload when you get in point-blank range.



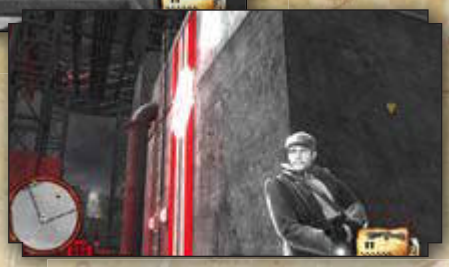


A second Nazi armed with a flamethrower guards the large dock area behind the line of crates. Circle the crates and blast the flamethrower Nazi before he can spray you with liquid fire.





Take the stairs up to the next level of the fuel platform. Search around for any Nazi defenders and proceed slowly.





Continue up toward the radio room and pick off any Nazis who aren't in cover positions. Climb up to the top level and blast away at the Terror Squad soldiers before they get too close. Grab any Terror Squad weaponry that you can to upgrade your firepower. When there's nothing left but smoldering debris and dead Nazis, cross the upper level and enter the radio shack.





## Radio Bryman




Use the radio inside the shack to call Bryman. You let him know that you're in position and he summons the zeppelin to your location.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Board Zeppelin

When the zeppelin lands, wait for the Nazi guards to exit the zeppelin and then lob one or two grenades at them. If you strike the landing platform with your explosives, the guards don't stand a chance. Move toward the zeppelin and send a few machine-gun bursts or shotgun blasts up at any guard who may be still standing. Climb into the zeppelin after it's clear.





## Go to Notre Dame





The zeppelin flies you over to Notre Dame cathedral. Take in the view and ready yourself when you near the landing platform. A lone Nazi sentry stands guard on the platform. Gun him down before the zeppelin fully docks.

## Get to the Palace of Justice





Exit the zeppelin and move out to the edge of the platform. You'll see the Palace of Justice below, where the Resistance executions are taking place. An executioner begins his walk and shoots each Resistance member in the back of the head one by one. There are five Resistance members, and Veronique is the last in line.

## Stop Execution

If you have a sniper rifle on you, zoom down on the executioner and pop him before he reaches Veronique. As soon as you fire, chaos ensues and Veronique has a chance to escape.





After you've taken your shot at the executioner, or if you don't have a sniper rifle, drop down on the platform to the level that holds the long wire running from Notre Dame to the prison. Slide down the cable to the top of a building inside the prison complex. Get off the building as soon as possible and down to ground level to help Veronique.

## Protect Veronique





Rush the execution platform if Veronique is still there, or find her in the chaos. Gun down any Nazis around her and stick with her during the firefight. The Resistance shows up to help, so you don't have to kill all these Nazis single-handedly.

## Man the Gun

When Bryman shows up, jump in the truck and man the machine-gun turret in the back. While Bryman drives you and Veronique to safety, your job is to blow up anything that attacks you from behind. Monitor your truck's health meter to track how much damage you're taking during the escape.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Protect the Truck





The chase through the Paris streets will pull in lots of enemy vehicles. Machine gun them as quickly as possible so they don't keep steady gunfire on the truck. If you have multiple vehicles, concentrate on one and hope to explode it into the others and cancel them all out at once.

## Destroy the Roadblock





Halfway through the escape, the Nazis set up a roadblock. Bryman swings the truck around and it's up to you to clear the way. Concentrate all your fire on a single vehicle and hold down the trigger. In a few seconds, the enemy vehicle will explode and you're clear again.

## Protect the Truck







Continue brushing trailers off as Bryman takes you off the main roads and into the countryside. You're nearing the end when you stop seeing city streets.

Unfortunately, it's not just ground vehicles that are chasing you. Nazi planes gun for you, too. Train your machine gun up in the air to blow off a wing or persuade the air support to disappear.





Finally, Bryman drives you safely back into the city. The three of you are happy to be alive, and now you must plan for your next offensive against the Nazis.

## Mission 25: From the Ashes

### Mission Briefing

**Mission Name: From the Ashes**
**Mission Type: Racing**
**Contact: Automatic**
**Start: The Catacombs**
**Destination: Eiffel District**
**Weapon of Choice: None**
**Requirements: Car**
**Objectives:**

1. Get in a car and go to the Catacombs HQ
2. Win the race
3. Escape the Nazis
4. Kill the Nazis
5. Get to the Belle

## Get in a Car and Go to the Catacombs HQ



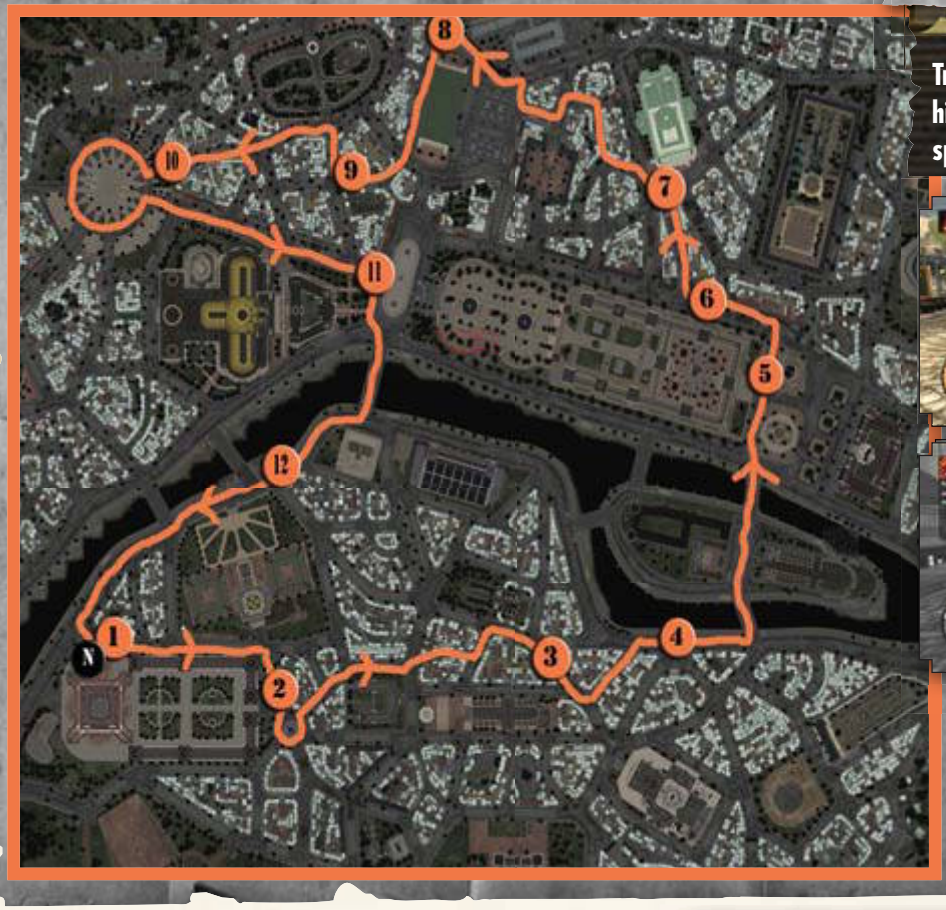


For your final mission of Act 2, you and Veronique need to return to the Catacombs HQ. Find a car and follow the GPS route back to the Resistance HQ. Luc reveals that the Resistance plans to blow up the grandstands in the city race to take out Eckhardt and several high-ranking Nazi officials. Vittore vol-



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

From The Ashes mission map




## TIP

**Trigger your nitrous whenever you hit a straightaway to maximize speed.**





After you make a sharp right, you'll enter a tight traffic circle (location 2). Slow down to take the turn and head out northeast to more street racing.

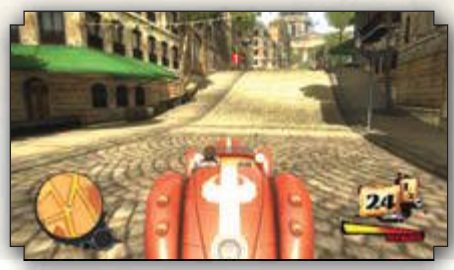
unteers to drive in the race and at the end of the race crash into the stands with the car loaded with explosives, but you convince him otherwise. It's on your shoulders to assassinate the Nazis and finally beat Dierker in an important race.

## Win the Race





The race begins next to the Eiffel Tower (location 1 on the map). You'll wind in and out through most of Area 3 and Area 2 of Paris, including zipping over the Île de la Cité, past the Louvre, around the Arc de Triomphe, and back. Hit the accelerator and pick up speed on the initial straightaway. Try to pass several racers early to avoid jostling in the turns.





After weaving through some streets, look for the incline that serves as a jump on the next straightaway (location 3). Be careful not to lose control here as you make a sharp left to stay on course. Pick up speed once you hit the stretch along the Seine (location 4).



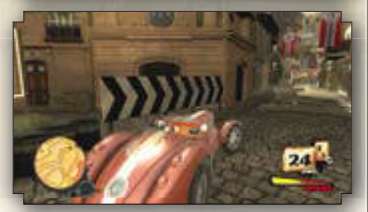
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.




Slow up again as you make another sharp left at the Louvre (location 5). Speed up for a block and look to bank right into a series of turns (location 6).




Two more steep turns will slow down your vehicle before the fastest part of the course (location 9). Once you get through them, pick up speed.


Continue to brake often through the next set of streets (location 7) as they will challenge the car's handling with each sharp turn.





As you approach the Arc de Triomphe (location 10) give the car all it has got. You can take the traffic circle around the Arc de Triomphe at full speed. You may squeal the tires a bit, but it will propel you at top speed out of the traffic circle and down the next straightaway.





Speed up to reach the long stretch of the Champs Elysées (location 8). Hit the nitrous here to make up any lost time or catapult you ahead of trailing racers.

Take your last sharp turn (location 11) and zip back into Area 3 along the Seine again.






Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





Pick up more speed and boost nitrous if you can in the straightaway leading back to the Eiffel Tower (location 12). If it's your first lap, you have one more lap to go.





If it's your second lap and you're in the lead, get ready for an explosive finish. As you near the finish line, you drive the car straight for the grandstands and blow them to pieces. At the last second, you bail out and avoid a fiery death.

## Escape the Nazis





After your grandstanding explosion, retrieve the nearest car, preferably a race car, and jet out of the area. You have a Level 4 Alarm on, so odds are that you won't be able to outrun the alarm easily. It's much safer to head for the nearest Fight Back zone and defeat the Nazi pursuit.

## Kill the Nazis







Once you enter the Fight Back zone, take cover behind the biggest object in the area. Help your Resistance allies pick off any Nazis in the area.







The kills will mount. Stay under cover and wait for Nazi reinforcements to arrive. Save your grenades for the vehicles and train your machine-gun fire on any advancing Nazis. Hold in there until your kill meter fills and the Nazis retreat.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Get to the Belle







When the alarm ends, drive to the Belle. You know there's trouble there based on the radio call you received from Vittore during the race. The Nazis have destroyed the Belle when you arrive, and Vittore takes his last breath in your arms. Again, you make the promise that the Nazis will pay for what they have done.

## Escape Route




*Trying to outrun this alarm will generally prove futile. It's sounder to drive toward the nearest Fight Back zone (green circle on the map). Bunker down there with your Resistance allies and defend against the Nazis until your kill meter fills up and the Nazis retreat.*



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Act 3

**Act 3 culminates in the fall of the Nazis in Paris and Sean Devlin's final revenge on an insane Dierker. Sean rushes to the aid of the Resistance at the Catacombs HQ, then joins up with Skylar for a raid on Doppelsieg. After rescuing Dr. Kessler and his daughter, plus destroying the Nazis' Cyclotron to boot, Sean confronts Dierker on the top of the Eiffel Tower with the Nazi regime dying around the city. What seems like a lifetime has passed since the months before the war and Jules's murder, and finally Sean can kick back and crack open that crate of Scotch.**






Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

| Mission Number | Mission Name | Contact | Description | Rewards |
|---|---|---|---|---|
| 1 | C'est Ici L'Empire de la Mort | Vittore | Sean rushes to the aid of the Resistance at the Catacombs HQ, but after holding off the Nazis, Luc loses his life. | — |
| 2 | Blazing Saddles | Franz | Franz informs Sean that this is a dirty race—for dirty drivers. Sean will have to avoid racers with guns as well as explosives lining the track if he hopes to win—or live. | Godspeed perk, contraband |
| 3 | Deja Boom | Skylar | Sean and Veronique rescue Maria Kessler, then Sean rescues Dr. Kessler and destroys the Cyclotron. | — |
| 4 | Angel of Death | Automatic | Sean confronts Dierker on the top of the Eiffel Tower in a battle to the death. | — |

# Mission 1: C'est Ici L'Empire de la Mort

## Mission Briefing

**Mission Name: C'est Ici L'Empire de la Mort**
**Mission Type: Rescue**
**Contact: Vittore**
**Start: The Belle**
**Destination: The Catacombs**
**Weapon of Choice: Terror Flammenwerfer**
**Requirements: None**

**Objectives:**

1. Go to Catacombs HQ
2. Enter Catacombs
3. Find the Resistance
4. Rendezvous with Resistance
5. Fend off the Nazis
6. Repel Terror Squad attack

## Go to Catacombs HQ





For your first mission in Act 3, drive to the Catacombs. When you arrive, Resistance fighters inform you that the entrance is sealed off because of all the Nazi activity in the area. To meet up with the remaining Resistance members fighting for their lives in the Catacombs, you'll have to cross the park and enter through a new entrance.

## Enter Catacombs





Run up the street and scale the fence into the Montparnasse park. Avoid the Nazi patrols as best you can and look for the new Catacombs entrance in the corner building of the park. If you suddenly get overwhelmed by Nazis, run for the entrance and enter. The park Nazis won't follow you in.

## Find the Resistance





Take the stairs down into this new area of the Catacombs. Unlike the small cave system that you're used to for the HQ, this section of the Catacombs is vast. It's a long, dangerous journey to the far side where the Resistance fights back against the invading Nazis. At the bottom of the stairs, mow down the first Nazis you see around the corner. Advance from corner to corner and kill the unsuspecting Nazi patrols as they approach.

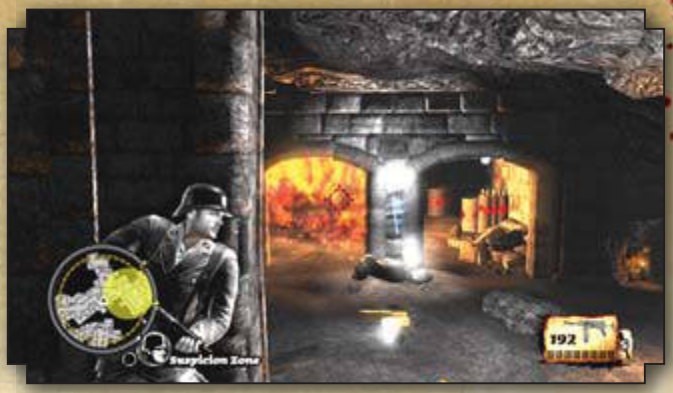
primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## ACT 3



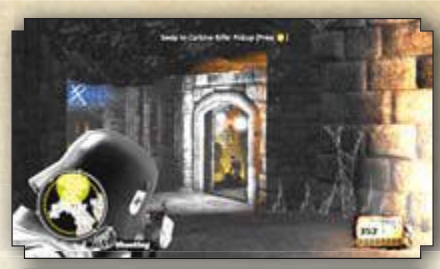
Continue through the caverns. Go slowly and glance at every niche and through every doorway to ensure you don't miss a Nazi guard. Stay in cover and line up your shots on the Nazis so you are guaranteed to kill at least one before return fire hits.



Take advantage of the explosive materials around the caverns. You can pick up explosives for yourself, and you can detonate flammable material with a well-tossed grenade. Any Nazis caught in those ferocious blasts don't stand a chance.

### TIP

**You have multiple light sources in the shadowy caverns. Watch for the shadows of approaching Nazis on the stone walls before they actually come into sight.**





The next area is filled with Gestapo agents. If you haven't raised the alarm yet, you probably will here when you enter line of sight. When you catch sight yourself of these Nazis, shoot them at range or lob a grenade at their feet.

Once you reach the area with windows carved in the stone, pause again and survey ahead. Plot the Nazi guards' movement and aim through the window to pick off as many Nazis as possible before moving down the corridor and engaging the Nazis who sought cover.









Push forward to where the rough stone cavern gives way to smoother, carved stone rooms. Finish off any Nazi guards who survived your early blasts or who you can see moving down the corridor.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



In the rough-hewn stone room, look out for the Terror Squad soldier armed with a Terror Flammenwerfer.



If you get too close to him, he'll toast you before you can retreat. Snipe him at range, or if he advances backpedal and unload a full clip into him. When he's down, pick up the Terror Flammenwerfer for yourself. It's excellent at close range, even against heavily armored foes like additional Terror Squad soldiers. With your new toy, burn a second Nazi in the doorway exiting the rough-hewn room.





Proceed to the closed, barred door. Open it and advance on the pillar ahead by the candlelight. You leave the rooms behind and return to twisting, rough caverns.





Straight ahead you'll spot more windows cut into the cavern walls. Pick off any Nazis you see through these windows so you don't have to face them when you finally navigate around to the far side.

## ACT 3





Continue a bit farther and stop at the rounded arch leading into a crate-filled warehouse area. A machine gunner stands on the upper ledge of the warehouse and fires down upon you as you enter the rounded arch. You also have Nazis to deal with on the ground level. From cover, return fire on the machine gunner first. Once he's silent, attack the ground Nazis. Enter the room and use the crates as cover if you need to get closer for the kills.



On the far side of the warehouse, stay against the wall by the exit door and toss a grenade inside to rip apart the Nazis waiting on the other side to ambush you. Reinforcements will soon arrive.





Use the corners as cover and bounce back and forth from side to side to get the best angle you can on the advancing Nazis. When you don't see any more movement, enter and prepare to cut down any survivors.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



At the next corner, peek around and you'll see two rooms with the blue Resistance symbol etched in the stone between the two. From the corner, snipe the two Nazis waiting to end your plans for a rendezvous with your friends.



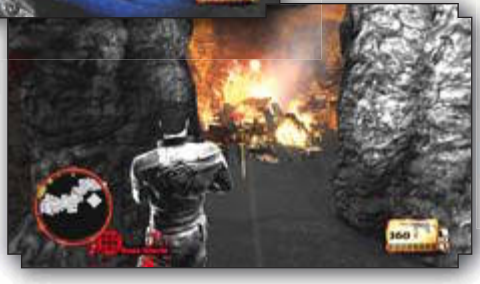


Veer to the right and watch out for another flame-thrower-armed Nazi. If you've used your own Terror Flammenwerfer, you can resupply to a full tank off the fallen Nazi.





As the cavern corridors near an end, look for some final Nazis behind a barred area. Shoot whoever you can through the bars and advance toward the bonfire to clean up the rest.



## Rendezvous with Resistance

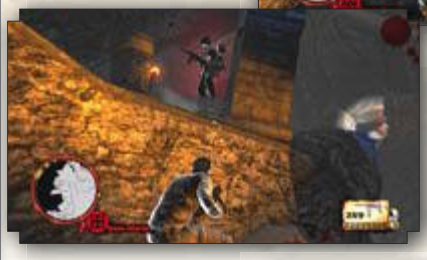


The cavern corridor ends at a huge underground chasm. To the left, the strongest of the Nazi hunters fires on the remaining Resistance fighters on the right. Carefully navigate the left side ledge around the chasm.





Sneak up to the area just below the Nazis. Pop up and surprise the closest Nazi. Make sure he doesn't retreat farther back into the cave area or you'll only have to face him again later.





Continue around the left ledge and look for a second cave opening at higher elevation. Kill the Nazis you see here so that you can freely walk to the end of the left ledge and look across to the Resistance on the opposite side of the chasm.





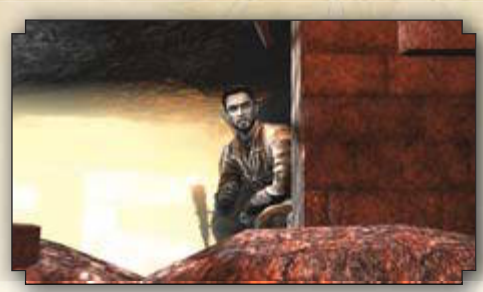
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

A broken stone bridge stands between you and the Resistance. Retreat as far back as you can and get a full running start toward the gap. Leap at full speed and catch hold of the rock ledge on the other side. Pull yourself up to join your Resistance friends.





## Fend Off the Nazis





The traitor Santos reveals himself on the Nazi side and calls for your surrender. You politely decline with a few choice words. Numerous Nazis, including several Terror Squad soldiers, open up on your position from across the chasm. Return fire and help your Resistance allies kill the Nazis one by one. If you begin to take a lot of heat, hunker down behind a crate or cave wall to recover, then rejoin the fight.



You manage to repel the main force, but a secondary Nazi group blows a hole in the wall to get at you from another direction. Luc gets caught in the blast, pinned under rubble.

## Repel Terror Squad Attack



A Terror Squad team attacks along the rock bridge on the right flank. Shoot at them for as long as you can on this bridge.





When they advance, push forward in front of Luc and defend the opening earlier blown up with Nazi explosives.



Hold your ground here. If they kill Luc, the mission ends in failure, so you can't really retreat. Because of the tight quarters, the Terror Flammenwerfer can torch the entire Terror Squad in a few seconds, so long as you don't inadvertently catch Luc in the flames.





If you run out of flamethrower fuel, or you're afraid you'll catch Luc in the flames, pull out your machine gun and keep the trigger down until all the Terror Squad soldiers are down or you're out of ammo. Throw whatever grenades you have left to the back of the breached area to soften the Terror Squad advance, careful not to catch Luc or yourself in the blast radius.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Eventually, you'll stop the Nazi attack on the Resistance. It's too late, though, for Luc; he won't be able to escape from the rocks pinning him, and you have to flee the Nazis who will be back with reinforcements soon. Luc knows he can't be caught alive and asks you to kill him. You can't pull the trigger, but Veronique does the deed and ends the life of her former mentor and love interest. You return to the surface and meet up with Skylar and British Intelligence for your final mission against the Nazis in Paris.



## Mission 2: Blazing Saddles

### Mission Briefing

**Mission Name: Blazing Saddles**
**Mission Type: Racing**
**Contact: Franz**
**Start: Western Lorraine**
**Destination: Country Race 2**
**Weapon of Choice: None**
**Requirements: Car**
**Objectives:**

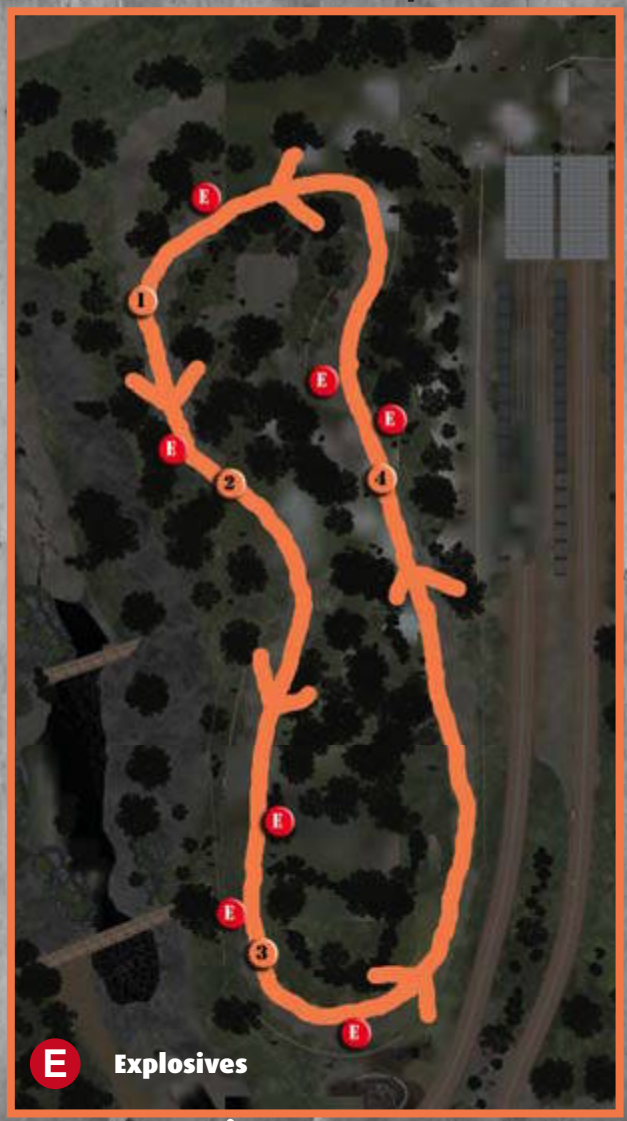
1. Find a suitable car to race in
2. Head to the starting line
3. Race!

## Find a Suitable Car to Race In

When you pull into your third race out in western Lorraine, drive carefully around the Nazi checkpoint spanning the road just before where you meet Franz. If you draw suspicion, you won't even have a race—you'll be racing for your life in the opposite direction.



**Back in the Saddle mission map**




## Head to the Starting Line



Take your speedy car up to the starting line and get ready for a short track (location 1 on the map). There aren't many sharp turns, but you have to survive five laps and can't run into any of the various explosives set around the track to make things very interesting.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Race!



In this race, you must put the pedal to the metal and take the track at full throttle. Fortunately, there aren't too many steep turns, so you can blaze through the track with only minor braking. Pick up speed heading into the first turn (location 2) and try not to get jostled by too many opposing racers at once.

### CAUTION

**Watch out for flammable barrels placed around the track. Keep your car in control.**



Stick to the center of the dirt track as much as possible while fully accelerating. There's some sliding on the dirt, and if you stick to the center, you won't swing out too far and clip one of the many explosives placed around the track.



With five laps you don't have to win every lap and can make up time over the course of the whole race. Don't try to overtake other drivers if there's a danger that they can run you off the road. A collision or explosion will finish you.

### ACT 3



The first big turn at the bottom of the track (location 3) will cause you headaches unless you stay to the inner lane. Keep your speed high and swing in tight, then let your momentum carry you back out into the middle of the track as you exit into the following straightaway.





At the end of the straightaway the track splits (location 4). Veer to the right and take the next turn at a slightly reduced speed so you don't crash or clip the final flammable barrel before the finish line.





If you can avoid explosions and other vehicles, plus zip through the course with the fastest time, you'll win the race and complete the mission.




Winning the Country Race 2 earns you the Godspeed perk. From now on, you have the Silver Dart 2 in your garages for some serious lawbreaking on the roads.

primagames.com



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 3: Deja Boom

## Mission Briefing

**Mission Name: Deja Boom**
**Mission Type: Sabotage**
**Contact: Skylar**
**Start: The Catacombs**
**Destination: Doppelsieg**
**Weapon of Choice: Terror MP60**
**Requirements: Explosives**

**Objectives:**

1. Enter Doppelsieg
2. Rescue Maria Kessler
3. Take out Nazis
4. Find Dr. Kessler
5. Locate Cyclotron
6. Guard Dr. Kessler
7. Trigger off sequence
8. Destroy the coils
9. Destroy core
10. Clear the path for Kessler
11. Find exit

## Enter Doppelsieg



After freeing the Resistance from the raid on the Catacombs, it's time to take the offensive





against the Nazis at Doppelsieg. Skylar meets you at the airfield south of the city and flies you north of Le Havre. As you and Veronique storm Doppelsieg on the ground, Skylar supplies deadly air support from the skies.



### TIP

**If you need a resupply, a weapons dealer waits on the airfield outside of Doppelsieg; you can spend whatever contraband you have left.**



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

You enter a war zone around Doppelsieg in the midst of a Level 4 Alarm. Jump in the beat-up truck near the airfield landing and leave Skylar to climb back in her plane. Speed out of the area and follow the dirt path to the main road. Skirt the Nazi guards arriving, and dodge the machine-gun fire from the planes strafing you from above. Veer around the large rock at the end of the field, and when the Nazi vehicle tries to cut you off near the main road, swerve to the road, zip through the trees, crash over the fence, and steer to the left up the main road.




If you're having trouble getting the old truck safely up the road to Doppelsieg, upgrade to the Nazi Sturmwagen. When the first Nazi patrol pulls up in the airfield, exit the truck and gun them down. Then steal the Nazi vehicle and ride it up to Doppelsieg instead of the truck.



Motor up the main road past the tank and swerve back and forth to avoid a shell from the tank. Continue on as a Nazi plane crashes



on the right side of the road and follow the curving road until you spot a group of Nazis near the treeline. Don't stop for them. Run them over and bank to the right as Skylar blows open the main gate.



Race through the vehicle depot and slam on the brakes near the Doppelsieg entrance.



You're now heading back into Doppelsieg in reverse order from when you escaped in the Prologue's "Darkest Night" mission. Return fire on any pursuing Nazis and enter the first room as soon as you and Veronique can manage it. Resupply at the crate near the far door.

## Rescue Maria Kessler



A Terror Squad soldier waits for you near the wall opposite the first room's door. Stay in the room and chip away at him from cover. Enter the large foyer only after that first Nazi is dead.





More Nazis defend the foyer area, including Terror Squad soldiers armed with flamethrowers. Toss grenades all around them and stay in cover at the corner as you fire. If the flamethrowers advance, retreat all the way back to the first room if you have to as you try to bring them down. Remember that you're fighting with Veronique, and she must survive as well, so if she takes on a Nazi, you must support her at all costs.





Once you have the foyer Nazis down, upgrade to the Terror Flammenwerfer and cross to the far doorway. Enter the next room and watch for Nazis on the inclined corridor heading deeper into the complex. Torch the corridor with the Terror Flammenwerfer, and stay in front of Veronique to minimize the chances of her getting caught in a blaze.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





Worm up the corridor until you reach the T intersection with two Nazi guards to the left. Use the corner as cover and burn them to a crisp if they're close enough. If not, switch to your machine gun and drill them at medium range.





Advance to the next corner and watch for another flame-thrower-armed Nazi. If you still have fuel left in your Terror Flammenwerfer, spit some flame at the next guard. Otherwise, use your weapon of choice to drop him and then continue down the corridor.









Once those two Nazis pose no threat, climb the stairs on the far end to the locked door. There are Terror Squad soldiers ready to ambush you on the other side of the door. If you open it without a plan, you're dead meat. Stand in front of the door with Veronique behind you, open the door, and squeeze a long flame burst through the doorway. The resulting flame should catch all the Nazis on fire. Simply step back and let them burn to the ground.





The corridors wind back to the interrogation room. Open the door and free Maria Kessler inside. After shaking off your flashbacks and the fears associated with Jules's murder here, you tell Veronique to take Maria back to the airfield while you plant dynamite to destroy the evil place once and for all and then continue after Maria's father.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Take Out Nazis





In the room past the interrogation room, stay low and slide over to the right edge of the upper level. Three Nazis guard Kessler's holding pen. Toss a grenade down in their midst, hopefully killing them or at least scattering them. If any survive the initial explosion, track them down with your machine gun and unload a clip into them.

## Find Dr. Kessler



After Kessler's guards are dead, race down the walkway to Kessler's holding pen. Open the door and speak with Kessler. He asks for your help to destroy the facility, in particular the Cyclotron with which the Nazis plan to create atomic weapons.

## Locate Cyclotron





Follow Kessler as he leads you down to the bottom level. You'll reach a locked door with a control panel.

## Guard Dr. Kessler





You need to buy Kessler more time to open the locked door. Turn around and fight the Nazis surging in from across the room. You have to keep them from killing Kessler as the time ticks down on the "Unlock Door" meter. Use the corner behind you as cover and tap into the explosives at the corner if you need to refill on grenades. Watch for Nazis charging up to the nearby crates and shooting directly at Kessler. Stay in cover and return fire, unless Kessler starts taking hits. Then you'll have to risk yourself to drop the Nazis before they kill Kessler.

## Trigger Off Sequence





In the next room, continue to follow Kessler as he locates the Cyclotron and runs upstairs to the control room. At the control panel, he instructs you to flip the switch at exactly the same time that he does. When you do, you activate a series of events that allow you to destroy the Cyclotron.

## Destroy the Coils





You must destroy the three coils that power the Cyclotron while dodging the Nazi guards' gunfire. Kessler will call them out to you when it's safe to attack; watch for the objective pin to show up on the map and circle around the upper platform to the appropriate coil when Kessler gives the word. A sustained burst with an MP60 or similar weapon will destroy a coil. Repeat for all three to reach the core.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Destroy Core





The core rotates in the middle of the room. Once you destroy its coils, concentrate fire on the core. Wait for the exposed side to spin into view and let rip a sustained machine-gun burst or flip a grenade down into it. Pour on the damage, while avoiding Nazi gunfire no doubt pinpointed on your position now, until the Cyclotron's health meter depletes. Kessler will call out that the Cyclotron is finished and is about to explode so you have to clear on out of there.

## Clear the Path for Kessler



Follow Kessler down to the first level and toward the exit. The Nazis stage a final defensive stand against you in the exploding facility. Your goal is to keep Kessler alive and destroy all the Nazis between your position and the exit.





Immediately head to the corner ahead and on your right. From there you can fire from cover at the initial Nazi guards. Once those initial Nazis are down, push up to the crates behind them and take aim on the second Nazi group. Shoot at the large flammable barrels to catch multiple Nazis in explosions. Only advance to a new cover position after you've removed all Nazis in sight. Kessler will not follow until all Nazis are destroyed.





Continue to your left and use the large crates as cover. The smaller crate in the middle offers an excellent firing spot to eliminate the final Nazi group by the stairs. Throw a few grenades if you can't line up a good shot.

## Find Exit





Once the Nazis stop twitching, cross to the stairs and wind around the corridors to the exit door. Kessler will follow and punch in an exit code to open the outer door.



You and Kessler make a run for it just as the explosions consume Doppelsieg. You rendezvous with Skylar to fly back to Paris, but she gives you a bit of bad news: Dierker has escaped yet again and makes his final stand in a small command post at the Eiffel Tower. You have one more mission to fulfill, and it's personal.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Mission 4: Angel of Death

## Mission Briefing

**Mission Name: Angel of Death**
**Mission Type: Assassination**
**Contact: Automatic**
**Start: Airfield south of the city**
**Destination: Eiffel Tower**
**Weapon of Choice: Executioner pistol**
**Requirements: None**
**Objectives:**

1. Talk to Veronique
2. Get to the Eiffel Tower
3. Take lift to the second level
4. Go to the next elevator
5. Take lift to the third level
6. Go upstairs to the bar
7. Go to the next elevator
8. Take lift to observation deck
9. Kill Dierker

## Talk to Veronique






With Doppelsieg and the Cyclotron out of the picture, the Nazi regime in Paris has fallen apart. Chaos erupts on the streets as the Parisians fight back, and dead bodies begin to stack up. When you land back at the airfield south of the city, you have only one agenda on your mind: hunt down Dierker. Bishop congratulates you on Doppelsieg's destruction, and when you speak with her, Veronique offers to go with you after Dierker.

## Get to the Eiffel Tower

With Veronique, follow your GPS route to the Eiffel Tower. It's a full-out Level 5 Alarm throughout the city, but unlike previous alarms where all Nazi attention was on you, this time there's lots of resistance in the streets against the Nazis.





When you pull up in front of the Eiffel Tower, you leave Veronique behind. Sexual tension has been mounting between the two of you, and you kiss her goodbye before heading off to find Dierker at the Eiffel Tower.





## Take Lift to the Second level





Cross the debris-filled fairgrounds and approach the tower base. All is quiet. Look for the elevator at the base to take you up to the first level.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

## Go to the Next Elevator



Signs of the stagnating Nazi empire lie all around the tower: Nazis who have blown their own brains out, toppled furniture, tattered flags, ghostly silence. You wander through this nightmare looking for Dierker. Cross the platform on the first level to the elevator on the far side.



## Take Lift to the Third Level



On the second level, search around till you discover the elevator to the third level. Again, there is no Nazi threat here so you can take your time without fear of gunshot wounds.

## Go Upstairs to the Bar





Outside the bar on the next level, a Nazi officer blows his head off at the doorway, while a drunken officer plays a melancholy tune inside. Continue up the ramp to the next level.

## Go to the Next Elevator



Walk around the macabre scene of several Nazis hanging from the ceiling. On the other end, exit the bar and take the stairs up to the next level. You'll find an elevator here flanked by flashing red lights. Take it up to the next level.



## Take Lift to Observation Deck



A drunken Dierker, completely mad from the collapse of his beloved Nazi empire, threatens another Nazi officer who has failed him. As you arrive, Dierker shoots the man and then goads you into killing him and ending his misery.



## Kill Dierker



You have one last act: kill Dierker. Take out all your frustration on the sadist. You can use the executioner pistol, your machine gun, or your fists—whatever rewards you after all those long, hard days working for the French Resistance, and however it satisfies you for Jules's murder. If you feel sorry for Dierker and let him be, he'll call you a coward and jump to his death in the end.



With Dierker's death, you actually crack a smile as your missions in Paris have come to an end. Veronique joins you and together you look toward a future without horrors and atrocities.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# The Midnight Show

**When the lights went out we always knew there was more going on at the Belle than polite showgirls and a room full of drunk Nazi officers. With "The Midnight Show," special downloadable content (DLC) for *The Saboteur*, you can take the game to a new level with topless nudity, a new V.I.P. room in the Belle, burlesque dance shows, a knife-throwing game, and five new risque hiding spots. Every retail copy of *The Saboteur* will come with a DLC code inserted in the packaging to download "The Midnight Show." For those who do not purchase the game at launch/retail with a code included, this DLC will also be available for purchase as a standalone pack.**

## Plus Belles

If "The Midnight Show" is active, all pasties on the Belle girls are removed for topless nudity. You also unlock five new hiding spots for Sean to use around Paris. These appear after Act 1's "Bottle Shock" mission and include Red Light Brothel 1 and 2, a Slums Brothel, and Chinatown Brothel 1 and 2. It's always good to discover a safehouse from the Nazis; it's even better when you don't want to leave.

## The V.I.P. Room

Perhaps the best part of "The Midnight Show" is the addition of a new V.I.P. room to the Belle. Accessible from Act 1 forward, this V.I.P. room includes four cut-scene burlesque dance shows to watch and a knife-throwing game. To score a jackpot in the knife-throwing game, hit any three stars and you unlock the Palomino Sedanca in the garage, a sporty car available only through the DLC. After you win the Palomino Sedanca, hit five stars and you win 100 contraband each time.



## After Hours

A man like Sean Devlin likes to live on the edge, and "The Midnight Show" provides a great source of entertainment after a long day of handling explosives and dodging Nazi patrols. Enjoy yourself, but not so much that you forget to report for mission duty.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# Achievements

**Leading the French Resistance against the Nazis has to pay more than smuggled cigarettes and a crate full of scotch, right? You betcha. Achievements recognize all your hard work, and it will probably take you several game plays to earn all the gamer points or trophies locked within *The Saboteur*. You could play Sean Devlin like a caffeine-hyped, flamethrower-armed fiend and still not finish all the achievements, unless you know precisely where to look and what to do.**

What honest lad doesn't want to kiss 50 girls (Casanova achievement), purchase all the weapons in the game (Weapon Master), or jump off the Eiffel Tower into a pool (High Diver)? Difficulty ranges from the automatic (you earn Road Trip when you finish the Prologue's "Better Days" mission) to average (Trick or Treat requires you to stealth kill a Nazi general) to the very challenging (for Not on My Watch you must stop 40 executions). Whenever you find yourself in the mind-set to complete perks, you might as well knock off some achievements, too.

The accompanying chart shows all the achievements for both the Xbox 360 and the PS3. Each achievement lists the requirement, the category it fits in for easy reference, Xbox 360 gamer points, and PS3 trophies.

So the next time you need a little more street cred, go ahead and take a shot at Guerilla Warfare or the Pint and a Shag achievement.

| Achievement Name | Criteria | Type | Xbox 360 Gamer Points Awarded | PS3 Trophy Type |
|---|---|---|---|---|
| Bridge Buster | Complete Act 2's "Rolling Thunder" mission. | Checkpoint | 30 | Silver |
| Buried Secrets | Open the box in the cemetery during Act 1's "Buried Secrets" mission. | Checkpoint | 25 | Bronze |
| Casanova | Kiss 50 women. | Event | 10 | Bronze |
| Chain Smoker | Smoke more than 100 times. | Event | 5 | Bronze |
| Coast Guard | Complete all Le Havre freeplay. | Collection | 15 | Bronze |
| Commando | Complete one of each type of freeplay. | Collection | 10 | Bronze |
| Crashlander | Complete Act 1's "Vive Le Vengeance" mission. | Checkpoint | 30 | Silver |
| Demolition Derby | Destroy 50 vehicles. | Event | 15 | Bronze |
| Fatherland Fighter | Complete all Saarbrücken freeplay. | Collection | 15 | Bronze |
| Fenderbender | Complete Prologue's "A Sunday Drive" mission. | Checkpoint | 10 | Bronze |
| First Blood | Complete your first freeplay (any type). | Collection | 5 | Bronze |
| Gold Medalist | Obtain first gold level perk. | Game completion | 20 | Bronze |
| Guerilla Warfare | Complete all countryside freeplay. | Collection | 15 | Bronze |
| Hell on Wheels | Complete all freeplay races (finish Country Race 2). | Event | 10 | Bronze |
| High Diver | Jump from the top of the Eiffel Tower and land in the pool. | Event | 15 | Bronze |



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

| Achievement Name | Criteria | Type | Xbox 360 Gamer Points Awarded | PS3 Trophy Type |
|---|---|---|---|---|
| Into the Fire | Complete Prologue's "...Into the Fire" mission. | Checkpoint | 40 | Silver |
| Knockwurst | Complete Prologue's "Old Friends, New Enemies" mission. | Checkpoint | 10 | Bronze |
| Liberator of France | Liberate all WTF zones. | Event | 110 | Gold |
| Master of Disguise | Get through a mission with disguise intact. | Event | 15 | Bronze |
| No Witnesses | Complete a mission without gaining suspicion. | Event | 10 | Bronze |
| Northern Command | Complete Paris 1 WTF. | Event | 10 | Bronze |
| Not on My Watch | Stop 40 executions. | Event | 15 | Silver |
| Out of the Frying Pan | Complete Prologue's "Out of the Frying Pan..." mission. | Checkpoint | 30 | Silver |
| Payback | Complete Act 3's "Deja Boom" mission. | Checkpoint | 50 | Silver |
| Pigeon Parfait | Find and participate in one of the Bird Blast shooting galleries. | Event | 5 | Bronze |
| Pint and a Shag | Complete Skylar sex scene. | Checkpoint | 10 | Bronze |
| Pole Position | Complete Act 2's "From the Ashes" mission. | Checkpoint | 40 | Silver |
| Repo Man | Complete Act 2's "Repo Man" mission. | Checkpoint | 30 | Silver |
| Rescue | Complete Act 2's "Needs of the Few... or the One" mission. | Checkpoint | 40 | Silver |
| Road Trip | Complete Prologue's "Better Days" mission. | Checkpoint | 10 | Bronze |
| Saint Honoré | Spend 75,000 contraband. | Event | 15 | Bronze |
| Silent Death | Kill 50 Nazis via stealth kill. | Event | 10 | Bronze |
| Silver Streak | Obtain first silver level perk. | Game completion | 10 | Bronze |
| Solid Gold | Complete all gold perks. | Event | 50 | Silver |
| Southern Command | Complete Paris 3 WTF. | Event | 10 | Bronze |
| The Legend Begins | Complete Act 3's "Angel of Death" mission. | Game completion | 100 | Gold |
| Top o' the World | Climb to the top of the Eiffel Tower. | Event | 15 | Bronze |
| Tourist | Collect all postcards. | Collection | 15 | Bronze |
| Trick or Treat | Stealth kill a Nazi general while disguised. | Event | 5 | Bronze |
| Unnatural Disaster | Complete Paris 2 freeplay. | Collection | 15 | Bronze |
| Vive La Resistance | Complete Prologue's "Spark One Up" mission. | Event | 25 | Bronze |
| Walking WMD | Complete Paris 3 freeplay. | Collection | 15 | Bronze |
| Weapon Master | Purchase all weapons in the shops. | Event | 35 | Silver |
| Western Command | Complete Paris 2 WTF. | Event | 10 | Bronze |
| Wrecking Crew | Complete Paris 1 freeplay. | Collection | 15 | Bronze |
| Platinum Trophy (PS3 only) | Complete all other trophies. | Game completion | — | Platinum |



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

# LEGEND

- 1 Prologue Mission
- 1 Act 1 Mission
- 1 Act 2 Mission
- 1 Act 3 Mission
- Checkpoint
- Garage
- Bridge Target
- Bird Blast
- Postcard
- Scenic Spot
- H Headquarters
- Sweet Jump
- Hiding Spot - Kissing Girl
- Hiding Spot - Pissoir
- Hiding Spot - Roof Hatch
- Hiding Spot - Shed
- Weapon Dealer

See reverse for detail of Paris city districts.

Le Havre
Picardie
Champagne Ardenne
Lorraine
Saarbrücken
Doppelsieg
Normandie
Bourgogne
Gare Saint-Lazare
Montmartre
Gare De L'Est
La Villette
Champs-Élysées
Bois De Boulogne
Palais Royal
La Bourse
Canal Saint Martin
Parc De Belleville
Opéra District Occupation
Les Halles
Belleville
Le Marais
Place De La Bastille
Cimetière Du Père-Lachaise
Trocadéro
Eiffel
Île De La Cité
Saint Germain
Latin Quarter
Bercy
Fairgrounds
Montparnasse
Châtelain
Centre



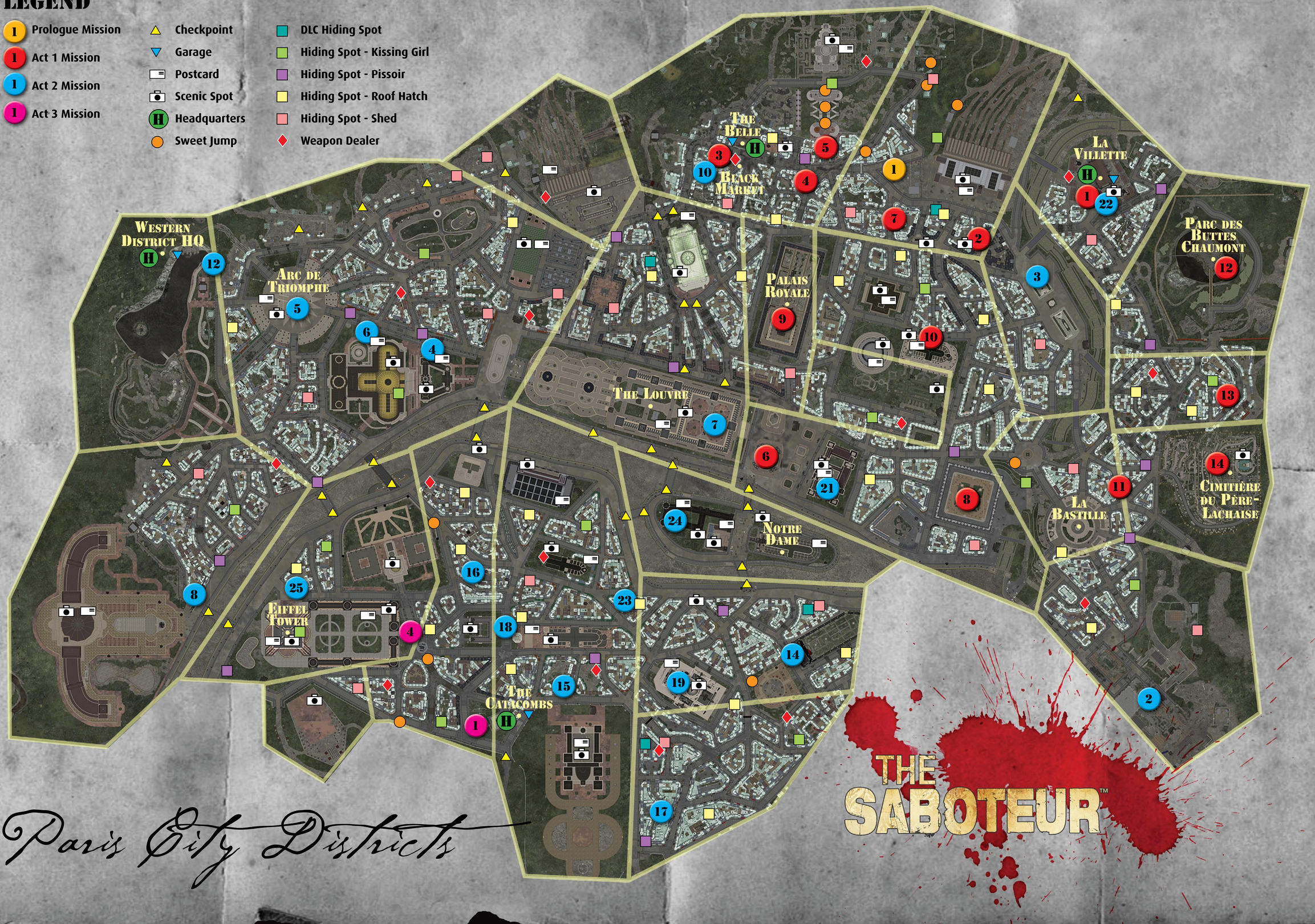

# Districts

# LEGEND

- 1 Prologue Mission
- 1 Act 1 Mission
- 1 Act 2 Mission
- 1 Act 3 Mission

- Checkpoint
- Garage
- Postcard
- Scenic Spot
- H Headquarters
- Sweet Jump

- DLC Hiding Spot
- Hiding Spot - Kissing Girl
- Hiding Spot - Pissoir
- Hiding Spot - Roof Hatch
- Hiding Spot - Shed
- Weapon Dealer




*Paris City Districts*

THE SABOTEUR™



# THE SABOTEUR™

## PRIMA OFFICIAL GAME GUIDE

Written by Michael Searle

**Prima Games**
**An Imprint of Random House, Inc.**

**3000 Lava Ridge Court, St. 100**
**Roseville, CA 95661**

**www.primagames.com**

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2009 Electronic Arts Inc. EA, the EA logo, Pandemic, the Pandemic logo and The Saboteur are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. All other trademarks are the property of their respective owners.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is an imprint of Random House, Inc.

Senior Product Manager: Mario De Govia

Associate Product Manager: Shaida Boroumand

Design & Layout: Winter Graphics North

Manufacturing: Stephanie Sanchez, Suzanne Goodwin

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.



Mike Searle remembers playing the simple yet addictive *Missile Command*, and the days of Atari *Adventure*, where your square hero could end up in a hollow dragon stomach. His desire to play computer games into the wee hours of the morning really took hold when his parents made him play outside, instead of on the console, so the first chance he got, he bought a PC to play the *Ultima* series, *Doom*, and countless others. Mike started working with Prima Games in 2002 and has written more than 30 strategy guides, including *Dragon Age: Origins*, *Warhammer Online*, *Dark Messiah: Might and Magic*, and several guides in the Tom Clancy's *Ghost Recon* and *Splinter Cell* series. He can't wait for thought technology, so game controls can catch up with his brain and stop all that needless in-game dying. At least, that's what he keeps telling himself about his FPS kill ratio.

We want to hear from you! E-mail comments and feedback to msearle@primagames.com.

ISBN: 978-07615-5955-9

Library of Congress Catalog Card Number: 2008925194

Printed in the United States of America

09 10 11 12 LL 10 9 8 7 6 5 4 3 2 1

# Contents

Chapter 1: Street Smarts 4
Chapter 2: Perks 20
Chapter 3: The Arsenal 28
Chapter 4: Allies and Enemies 34
Chapter 5: The City of Paris 38
Mission Walkthroughs
Chapter 6: Prologue 41
Chapter 7: Act 1 58
Chapter 8: Act 2 94
Chapter 9: Act 3 154
Chapter 10: Achievements & Art 170

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.